Youva GAUDÉ

Game Programmer

Paris, France
📞 *+33 6 73 26 58 73*
✉ *contact@youva.fr*
🖥 *youva.fr*
⍟ *github.com/eviber*

Professional Experience

2019 – 2020 **INRA**, *Internship*, 4 months.
JS, technical consulting, rework of an app from PHP to serverless with Electron.

Education

2016 – Today **42**, Paris.
Tuition-free school with a great emphasis on teamwork and peer learning.

2016 **Baccalauréat STI2D**, *information and digital systems*, (ISCED 3).
High Honours.

Projects

Game Jams.
Several game jams, mostly made in Lua with Love2D. More about these on my portfolio.

42 cursus projects

Corewar, *including an SDL visualizer*.
A virtual arena where programs written in assembly fight each other.

Minirogue, *game jam*.
A rogue clone in Python made in less than 7 hours with a student from MINES ParisTech.

Lem-in, *including an SDL visualizer*.
A graph theory/pathfinding implementation about optimizing the transfer of units from one point to another.

Push-swap, *including an SDL visualizer*.
An implementation of sorting algorithms with restrictive stack operations.

Previous experiences

2014 **Created an high school programming club**.

2013 **Developed a snake in C with SDL**.
(First programming experience)

Technical skills

Proficient: C, SDL2, Vim, Lua, Git, JS, Shell

Eager to learn or perfect: Rust, C++, Python

Interests

Music Production, Japanese Culture, Sciences, Linguistics
Game Design theory, Travel (Australia, Europe, Reunion Island)