

Youva GAUDÉ

Intern Game Developer

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Education

- 2016 – Today **42**, Paris.
Tuition-free school with a great emphasis on teamwork and peer learning.
- 2016 **Baccalauréat STI2D**.
High Honours.

Projects

[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 moving 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, SDL, Vim, Git, Shell

Eager to learn: C++, Rust, Python, Lua

Interests

Game Design theory, Japanese culture, Music, Travel