

# Youva GAUDÉ

Game Programmer

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## Professional Experience

2019 – 2020 **INRAE**, *Internship*, Developer.  
(National Institute for Agricultural Research, Food and Environment)  
JS, technical expertise, rework of a PHP app into serverless with Electron.

## Education

Currently **42**, Paris.  
A programming school that emphasizes teamwork and knowledge sharing between peers.  
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.

### Codingame.

I am currently in the top 0.5% of players on the platform.

### [42 cursus projects](#)

### Taskmaster, Rust.

A daemon that manages processes, similar to Supervisor.

### Corewar, C, SDL.

A virtual arena where programs written in assembly fight each other.

### Lem-in, C, SDL.

A graph theory/pathfinding implementation about optimizing the transfer of units from one point to another.

## Technical skills

**Proficient:** Rust, C, SDL2, Vim, Lua, Git, JS

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

## Interests

Creative work, Japanese culture, Programming, Sciences, Linguistics  
Game Design theory, Travel (Australia, Europe, Reunion Island)