Youva GAUDÉ

Intern Game Developer

Paris, France

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Contact@youva.fr

www.youva.fr

github.com/Eviber



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)

Education

2016 - Today 42, Paris.

Tuition-free school with a great emphasis on teamwork and peer learning.

2016 Baccalauréat STI2D.

High Honours.

Technical skills

C, SDL, Vim, Git, Shell

Interests

Game Design theory, Japanese culture, Music, Travel

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