

Youva GAUDÉ

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

Projects

Nether Flood, *game jam for the Ludum Dare 42*.

An abstract game about escaping an ominous flood by reaching tinier scales of reality. Made using Love2D

[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 or perfect: Lua, C++, Rust, Python

Interests

Music (street performance, official scenes, workshops lead)

Game Design theory, Japanese culture, Travel (Australia, Europe, Reunion Island)