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

Projects

Golf Rush, *game jam*.
Ludum Dare 41 entry, a mix between a platformer and a golf simulator with pygame.

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