

# Youva GAUDÉ

*Intern Game Developer*

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## 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