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)