



Mikaël Fructuoso

Gameplay Programmer at Appeal Studios

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[Portfolio](#)

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Currently working as a Gameplay Programmer at Appeal Studios, I'd like to join a game studio where I can share my passion with people driven by a common ambition, that of creating video games that will make people smile.

SKILLS

Development

- **1.5 year professional experience** on **UE4 (C++ and BPs)**
- **Multiple projects on Unity and C# proficiency**
- Usage of source **versionning (Git, Perforce)**
- Program clear and sustainable environments
- Iterate to reach a qualitative end-user experience
- Act as a bridge between developers and designers

Game Design

- Ability to organize design meetings and pitch ideas
- Forward designs through clear documentation

Producing

- **Scrum master** abilities to organize interdisciplinary teams
- Knowledge of the specifics of **video game production** and **stakeholders**
- **Agile management** (SCRUM framework)

Communication

- Proficient in **English C1**
- Fluent in **Spanish C1**
- **French** (native)

EDUCATION

Master's degree in Humanities and Creative Industries (Major in Video Game Production)

University of Côte d'Azur, Cannes - FRANCE

2020 - 2022

Bachelor of science (BSc) in video game development and design

UQAC, Chicoutimi QC - CANADA

2019 - 2020

Associate's degree in digital design and web development

University Institute of Technology, Castres - FRANCE

2017 - 2019

EXPERIENCE

Junior Gameplay Programmer

2022-present (1.5 year)

Appeal Studios X THQ Nordic - Charleroi, Belgium

Outcast: A New Beginning - Made with UE4

- **UE4 Development** on the production of the AA game Outcast - A New Beginning
- **Quest development** and integration
- **Open-world creature spawning system**
- **Coordinate developers and designers**
- **Pitch ideas** and participate in design meetings

Gameplay Developer & Scrum Master

2022 - (5 months)

Student Project as part of my Master's Degree

The Morrigan - Made with Unity

- **3C development**
- **Combat system** development
- **AI development** and integration
- **SCRUM team facilitator**
- Designed and pitched an action-adventure game
- **Game design** documentation

Gameplay Programmer Intern

2021 - (6 months)

Dreamirl - Toulouse, France

Jurassic Snap - Made with Unity

- **AI development** and integration
- Design and integration of **VR gameplay features**
- **Technological watch and marketing** for a Kickstarter campaign
- **Optimisation on Unity** for a Quest 2 release
- Worked as a **facilitator** for a 3 people team

Gameplay Programmer Intern

2019 - (5 months)

TECH'N'SMILE - Toulouse, France

The Albi Mappa Mundi - Made with Unity

- **Development** of a **serious puzzle game**
- **Asset integration** (sprites, animations, feedbacks)
- **SCRUM framework** application
- **Communication** with the Albi's cultural mediation service
- Game presentation and delivery