Mikaël Fructuoso

Looking for an **end-of-studies internship** (**6 months**) as a **gameplay programmer** from March 14, 22

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Currently in my final year of a master's degree in video game development, 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 for themselves and for others.

⚙ SKILLS

Development

- **1-year professional experience** in video game development on **Unity** (integration, development, optimisation)
- Proficient in **C#**
- Familiar with **C++**
- Experiences on **UE4** (integration, Blueprint)
- Ability to manage source **versionning** in team projects (**Git**, **Perforce**)
- Basic knowledge of Web languages (JS, HTML, CSS, PHP)

Design

- **Basis in 3D** (Modeling, UV Unwraping and Texturing) and **2D Graphic Design** (sketching and DTP)

Video game production

- Experience in **collaborative projects** (game jams, student projects and professional projects)
- Knowledge of the specifics of **video game production** and **stakeholders**
- Strong interest in **Game Design**

Communication

- **Leadership** abilities to organize and direct small groups of creative individuals
- **Agile management** (SCRUM framework)
- Proficient in **English** (C1 level)
- Fluent in **Spanish** (written, oral)
- **French** (native)

🎓 EDUCATION

Master's degree in Humanities and Creative Industries (HIC)

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

Lead Developer - The Morrígan   sept. 2021 to feb. 2022

Student Project as part of my Master's Degree – (**5 months**)

- **Character Controller** development (**movements** and **camera**)
- **Combat system** development
- **AI** development and integration
- **SCRUM team facilitator**
- Designed and pitched an action-adventure game
- **Game design** documentation

Gameplay Programmer Internship   mar. 2019 to july 2019

TECH'N'SMILE - Toulouse, France – (**5 months**)

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

Gameplay Programmer Internship   april. 2021 to sept. 2021

Dreamirl – Toulouse, France – (**6 months**)

- **AI** development and integration (navigation and agent interactions)
- 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

Level Designer internship   jan. 2018 to feb. 2018

TECH'N'SMILE - Toulouse, France – (**2 months**)

- **Level design and integration** of "SMART CITY VR" project
- 2D Graphic Design (**logo creation**)
- Participation on the **design of game mechanics**