



Mikaël Fructuoso  
GAME DEVELOPMENT STUDENT

my portfolio: <https://mikaelfructuoso.herokuapp.com/>

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Looking for an end of study internship (6 months) as a gameplay programmer from March 14, 2022

SKILLS

Technical Skills

- 1-year professional experience in **game development** on **Unity** game engine (Integration, Development, Optimization)
- Proficient in **C#**
- Familiar with **C++**
- Knowledge of **Unreal Engine 4** (Integration, Blueprint)
- Ability to manage source versioning in team projects with **Git**
- Web Languages knowledge (HTML, CSS, PHP)
- SQL Databases administration

Soft Skills

- Experience in **collaborative projects** (game jams, student projects and professional projects)
- **Leadership abilities** to organize and direct small groups of creative individuals
- Comfortable **working independently** and in **team setting**
- **French** (Native), Proficient in **English** (C1 level)
- Strong interest in **Game Design**

EXPERIENCE

Professional Experience

Dreamirl  
6 Months

Unity VR Gameplay Programmer Internship

Dinosaurs AI design and integration (navigation, interactions)  
Game optimization in Unity for Quest 2  
Asset integration and level design  
Part-time Scrum Master in a 3 people team (Obstacle clearing, team facilitator)

Dreamirl - Toulouse, France

April 2020 - September 2020

TECH'N'SMILE  
5 Months

Unity 2D Developer Internship

Serious puzzle game development in Unity 2D  
Communication with the cultural mediation service

TECH'N'SMILE - Toulouse, France

March 2019 - July 2019

TECH'N'SMILE  
2 Month

Level Designer Internship

Unity 3D level design and integration  
UI Design, Logo

TECH'N'SMILE - Toulouse, France

January 2018 - February 2018

EDUCATION

Master's degree Humanities and Creative Industries

September 2020 - Present

Program Project Management, Video Game, Image and Creativity (MAJIC)  
University of Côte d'Azur, Cannes - FRANCE

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

2019 - 2020

Introduction to video game AI, Software Development Management, Game Design and Game Engines  
UQAC, Chicoutimi QC - CANADA

Associate's degree in digital design and web development

2017 - 2019

University Institute of Technology, Castres - FRANCE