Mikaël Fructuoso

Junior Gameplay Programmer at Appeal Studios and Graduate in Video Game Production & Development

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⚙ SKILLS

Development

- **Multiple professional experiences** in video game development on Unity & UE4 (integration, development, optimisation)
- Proficient in **C++**
- Proficient in C#
- Ability to collaborate on team projects using source **versionning** (**Perforce, Git**)
- 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 (Major in Video Game Production)

University of Côte d'Azur – Cannes | **2020 - 2022**

Bachelor of Science (BSc) in Video Game Development & Design

University of Quebec at Chicoutimi – CANADA QC | **2019 - 2020**

Associate's Degree in digital design and web development

University Institute of Technology – Castres | **2017 - 2019**

💼 EXPERIENCE

Junior Gameplay Programmer   april 2022 to present

Appeal Studios (Belgique) – Intern then employee

- Gameplay programmer on a **AA project** (Outcast 2)
- **Development and integration of quests**
- Development of a **creature spawning system for the open world**
- UE4 development with both **C++ and blueprints**
- **Game design** brainstorm and documentation

Gameplay Programmer   sept. 2021 to feb. 2022

Master's Degree project "The Morrigan" – (**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 Intern   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
- **Optimization on Unity** for a Quest 2 release
- Worked as **facilitator** for a 3 people team

Gameplay Programmer Internship   mar. 2019 to july 2019

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

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