



FERNAND VEYRIER

GAME DEVELOPER | FERNANDVEYRIER.GITHUB.IO

OBJECTIVES

Discover innovative technologies, contribute to creative projects and build relationships in the IT community.

SKILLS

C++
C#
.NET
Django
Python
Visual Studio / IntelliJ
Unity3D
Unreal Engine
Git / Perforce
Windows / Linux
TensorFlow
HTML / CSS
React
Neo4j
Qt4

LANGUAGES

French (Fluent)
English (Professional)
Spanish (Fluent)
Italian (Mid-level)
Korean (Beginner)

HOBBIES

Videogames
Science-fiction
Music
Travelling and discover cultures

EXPERIENCE

SOFTWARE PROGRAMMER • MOS • 2020 – PRESENT

Chief of project, working with many different technologies from Neo4j databases to React web applications, or Qt desktop client applications.

GAMEPLAY PROGRAMMER • FRIMA STUDIO • 1 YEAR 5 MONTHS - 2019 - 2020

Working on AAA games, on PC, mobile, and PlayStation4 devices. Working with Unreal Engine and Unity3D.

EDUCATIONAL MANAGER • EPITECH • 6 MONTHS - 2019

Animating activities related to the education program and working hand to hand with the teaching team to supervise the students.

TOOL DEVELOPER • DIOTA • 6 MONTHS - 2017

Developing internal tools in UWP, WPF and HoloLens to help Augmented Reality software development.

AUTOENTREPRENEUR / FULL STACK DEVELOPER • YHAPPS • 1 YEAR 3 MONTHS - 2016 - 2017

Creation of the mobile game "Toki" as part of the association "Santa Claus at Home", designed for children. Creation of various websites for medical teams.

EPITECH REGION ASSISTANT • EPITECH • 6 MONTHS - 2016

Animating activities related to modules for first year students at Epitech.

GAMEPLAY DEVELOPER • DSC STUDIO 22 • 6 MONTHS - 2015

Integration of new gameplay elements, graphic elements, and interfaces in game / in main menu, with Unreal Engine.

EDUCATION

GAME AND MOBILE PROGRAMMING • 2017 - 2018 • KEIMYUNG UNIVERSITY

Exchange student in the game department. Great opportunity to experience Korean lifestyle and studies. (3.96 GPA).

EXPERT IN COMPUTER TECHNOLOGIES • 2014 - 2019 • EPITECH

School specialized in programming teaching (5 years of studies, Master 2), currently in the last year. (3.85 GPA).

TEACHING AND COACHING • 2018 • IONIS STM

School of business and management, taken as a parallel cursus of my studies.

ACTIVITIES AND CERTIFICATIONS

CERTIFICATION DEVELOPER UNITY3D • 2016

Delivered by Unity Technologies, attesting to the mastery of the Unity3D software.

CODING CLUB • 1 YEAR - 2016

Animation of workshops to promote code learning for high school students.



PORTFOLIO



GITHUB



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LINKEDIN