

## EDUCATION



**Computer Engineering degree** – 2020

Institut Sup Galilée



**DUT In Computer Science** – 2017

Université Paris 13

## CONTACT



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## SKILLS

**C#, C++, C, Python**  
**PHP/NodeJS/CSS/SQL**



# FLORIAN KOTECKI

GAME DEVELOPER C#/C++

## EXPERIENCE

### GAMEDEV UNITY (1 AN) : VODOODO

- Developed Hybrid Casual puzzle games
- Created custom Level Design Editor tools
- Also served as Technical artist : focused on visual feedbacks and juiciness.

### GAMEDEV UNITY/SWITCH (3 ANS): YSO CORP

- Designed and developed over 50 mobile games (Hypercasual, Hybrid, Casual)
- Maintained and updated live games (totalling over 200 Million downloads)
- Performed Data analysis to improve games performances
- Ported mobile games to Nintendo Switch (development and software publishing)
- Optimized performance for existing games
- Designed scalable code architecture (Unity, C# design patterns)
- Creator of Stretch Guy, the most successful YSO Corp hit with +100M downloads

## PROJECTS

- **Expedition 60/4**: Fangame Turn-based RPG with realtime cinematics.
- **Piratty(WIP)**: 4-player roguelite topdown coop(Facepunch+Netcode)
- **Darkest Arena**: Classic RPG (Java)
- **Gladiator survivor**: Survivor-like game with infinite scaling
- And multiple websites developped here and there.

## INTERESTS

Big fan of the three G's :

Video games, board games and tabletop role-playing games.