

CONTACT

Mobile in France

+33 7 89 43 55 88

☑ carvalhofloran@gmail.com

26 years old





Keen • Conscientious Autonomous

MULTIVERSE LAB

- · Personal project
- Developped with Unreal Engine 5
- · Highly cooperative with 5 players

LANGUAGES

- · French Native
- English

HOBBIES

FPV drone

Freestyle · Cinematic



🖰 Video games

Elden Ring • Ark : Survival Evolved

Battlerite • PUBG



Webtoons

Tower of God · +99 Reinforced Wooden Stick · In the Night Consumed by Blades, I Walk

FLORAN CARVALHO

GAME PROGRAMMER

Having studied computer science and then worked for two years in a laboratory, I decided to take further training to turn my passion fo video games into a profession. I'm now looking for a apprenticeship opportunity as a video game programmer.

SKILLS

- · Proficiendy with the Unreal Engine game engine
- Proficiency in current programming languages (C++, Java, Python, Javascript)
- · Object-oriented programming: polymorphism, design patterns, etc.
- · Design, development and deployment of software applications
- · Mastery of databases and databases management systems (SQL, NoSQL)
- · Mastery of integrated development tools such as Visual Studio, Eclipse,
- · Configuration management and use of version control system (Git)
- · Understanding of software engineering principles, including modularity and reusability
- · Adaptability and ability to learn new technologies quickly

WORK EXPERIENCE

INTELLIGENCE ARTIFICIELLE ENGINEER / DEVELOPER

FEMTO-ST laboratory, DISC, Besançon, France | 2021 - 2023

- Artificial intelligence : NLP, multilabel classification
- NodeJS application : Full Stack, Docker, deployment on VPS
- Programming a Nao humanoid robot, interfacing with NodeJS application
- Interfacing the robot with AI models : ASR, NLU, GPT 4, object

recognition

FULL STACK DEVELOPER (INTERNSHIP)

Chrono-environnement laboratory, Besançon, France | 2019

- PHP application : Full Stack
- Data visualization : geographic, temporal
- Development of a PDF report generator

EDUCATION

MASTER'S DEGREE - VIDEO GAME DEVELOPMENT AND **REAL-TIME 3D RENDERING**

Gaming Campus, Lyon | 2026

MASTER'S DEGREE - ADVANCED COMPUTER SCIENCE AND **APPLICATIONS**

UFC, Besançon | 2021

BACHELOR - COMPUTER SCIENCE (3RD YEAR)

University of Franche-Comté, Besançon, France | 2019

BTEC HIGHER NATIONAL DIPLOMA - COMPUTER SCIENCE

Eiffel High School, Dijon, France | 2018