

TOM LE GROS

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HARD - SKILLS

- C++ Developement
- C# Developement
- Web developement
- Photoshop
- Unity Engine
- Canvas
- Notions in Texture and Shaders

LANGUAGES

French ● ● ● ● ●
-native

English ● ● ● ● ●
-bilingual

Spanish ● ● ● ○ ○
-conversational

Japanese ● ● ● ○ ○
-conversational

Korean ● ● ○ ○ ○
-intermediate

SOFT - SKILLS

- Versatile
- Team-work
- Adaptability
- Creative

HOBBIES

- High level Gymnastics
- Drawing
- Video-Games
- Programming
- Japanese culture

GAME DEVELOPER

TRAINING AND PROJECTS

Gaming Campus - Lyon, France

2021 - Present

Bachelor in programming specialised in Video Games

Planning to do the Master

Projects :

- "Pokémon" game in C++ / SFML
-created graphic assets with Adobe Photoshop
- "Lemmings" type game in C++ / Cocos2dx
-created graphic assets with Adobe Photoshop
- Advanced Vertical Slice of a Gacha Mobile game in Unity
-lead the development team
- Unity Tools to facilitate development
- 2D Unity Minesweeper game
- Created Shaders via Unity for a roguelite game
- Created a basic game Engine with DirectX12 and Windows API

EXPERIENCE

Full-Stack Web developper :

June 2022 - July 2022

- Created of a promotional website for RES Esport.
Used React, CSS5 and Strapi to create the database
(internship)

Versatile Team member at McDonald's May 2022 -Present

- Resolved conflicts - *Self-control*
- Made orders - *Rigor*
- Worked at night - *Time management*

Translator

- English-French freelance translator sur Fiverr

FrownGate

May 2023 - September 2023

- Lead the developement team
- Developed tools to help the team
- Created an advanced Vertical Slice of a Gacha Mobile game in Unity