






GUILLAUME BAILEY

Gameplay Engineer

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 Herndon, VA, USA

EDUCATION

B.S. Physics

University of Virginia
2016

M.S. Interactive Entertainment

University of Central Florida
2018

SKILLS

Unity/C#
Godot
C/C++
HLSL/Shaders
Git/Perforce

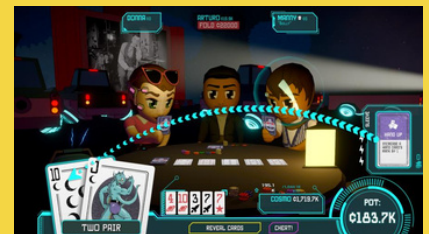
LANGUAGES

English
French

Nov 2023– Present Contract Graphics Developer

- Developed the backend and shaders for a procedural vfx tool in Godot, under NDA

April – October 2023 Co-Creator, *Cosmo Cheats at Poker*



- Developed a Texas Hold 'Em game with deck-building elements (i.e. "cheats")
- Shipped in 5 months!
- Technical Highlights:
 - Developed a rules-accurate poker engine and AI which also supports passive abilities and arbitrary changes to cards due to player actions
 - Created procedural animations to simulate 3d card behaviors such as shuffling
 - Implemented a character controller and an atmosphere shader to support fully spherical planet levels that are intuitive to navigate and attractive from space (compare to Mario Galaxy)

2021–2023 Co-Creator, *Overthron*



- Developed a co-op turn-based strategy game
- Technical Highlights:
 - Implemented networked, undoable, simultaneous turn-based combat
 - Optimized pathfinding taking into account elevation, line of sight, and chain reactions
 - Developed shaders to show targeting and movement validity in a continuous-space 3d world

2018–2021 Co-founder, *Not Suspicious LLC*

- Created prototype of educational VR game
- Wrote grant proposals securing \$1.2M from NSF and Facebook
- Technical Highlights:
 - Developed shaders to allow constant-thickness surface outline details on objects (including stereo vision)
 - Optimized 100s of physically-simulated element blocks for mobile VR
 - Created tactile interaction system allowing the player's hands to grasp constrained objects while retaining plausible orientations