Minez Geoffrey

Unreal Engine Developer

Email : geoffrey.minez@gmail.com

Home: Brussels, Belgium

Birthday : 31/08/1995

Languages: French, English (intermediate)

Driving licence

Skills

- C/C++
- Python
- Javascript
- Unreal Engine
- Java

Hobbies

- Video games
- Anime manga
- Hiking
- Aikido

website: **https://geox2m.github.io/repo/**

PROFILE

I am a very autonomous person. I particularly appreciate organization and the satisfaction of a clean and optimized job. I am used to carrying out projects independently, relying on my skills and expertise.

The majority of my career has been spent working with the Unreal Engine, where I have gained versatile expertise: programming game mechanics, creating shaders, animation logic, designing particle effects, lighting, environment modeling, user interface (UI) development, as well as project setup and preparation.

I have had the opportunity to work on a wide variety of projects: designing mini-games, developing software for Windows, Android, and Meta Quest, as well as creating tools for Unreal Engine and Blender. My experience also includes creating visual elements for cinematics.

EXPERIENCE

Poolpio - Production 21 - MagicLoom

January 2021 - Today

Education

Training on Udemy - Unreal Engine Gameplay Ability System
2024

Bachelor HE2B - Computer Science and Systems, specializing in Networks and Telecommunications
2016-2020

Certificate of upper secondary education at the "Lycée Provincial des sciences et technologies" in Soignies. Technical section of transition applied sciences.
2008-2016

Basic Studies Certificate at the "Communale du Sud" school in Ecaussinnes