

# Minez Geoffrey



Unreal Engine Developer

website: <https://geox2m.github.io/repo/>

Email : geoffrey.minez@gmail.com

Home: Brussels, Belgium

Birthday : 31/08/1995

Languages: French, English  
(intermediate)

Driving licence

## 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.

## Skills

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

## Hobbies

- Video games
- Anime manga
- Hiking
- Aikido

## EXPERIENCE

**Poolpio - Production 21 - MagicLoom**

January 2021 - Today

## Education

Stephen Ulibarri - **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