

# LAFONT JORDAN

## Unity Gameplay Developer

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Portfolio : [gnphoque.github.io](https://gnphoque.github.io)

Languages : French, English



### RELEVANT EXPERIENCE

#### Lead developer, Belette Team, 01/2022 - 11/2023

- Gameplay programmation for "[They're not Monsters](#)" a 2D Roguelite AutoBattler (core loop, character behavior, pathfinding, fight logic, meta-progression, lobby upgrades ...)
- Showcasing "They're not Monsters" at public events ([Indie Game Nation](#) & Stunfest) and for publishers during Gamescom
- Level creation from Game Designer instructions
- Structuring project architecture
- Supervision of an intern developer
- Integration of visual/animation and audio assets
- Mobile game prototypes

#### Game Jams, 48h-72h formats, team & solo

- 7 games released, 3 in top 50% ratings, 3 in top 10% ratings

#### C# developer, MX DATA, 02/2018 - 12/2020

- Plugin creation for Retail Pro in console, DLL or WPF
- ERP-CRM interfaces, plugins manager
- File conversion tools(csv, xml, xlsx, pdf)

### SKILLS

- 2 years professional experience with Unity
- 5 years professional experience in C#
- Experience in 2D games
- Database (SQL, MySQL, Oracle)

### EDUCATION



- Unity Certified Associate : Game Programmer, 2022
- 3 months professional training in Unity, 2022
- 3 months professional training in C#, 2017
- Highschool diploma in electronics, 2011