

LAFONT JORDAN

Unity Gameplay Developer

Contact : 📍 Meaux, 77100, France – ☎ (+33)06 16 61 51 59 – ✉ lafont_jordan@hotmail.fr

Portfolio : 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 \(jury's prize\)](#) & Stunfest and for publishers during Gamescom
- Modular skills system based on Scriptable Objects
- 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#
- High autonomy, mostly self taught
- Experience in 2D games
- Online leaderboards with Playfab
- 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