



# Gameplay programmer Game Designer



## Gabriel LAPORTE

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### Skills



#### - Programming

C#  
Blueprint  
C++ (learning)  
TypeScript / Javascript  
NodeJS / MongoDB  
ActionScript3  
Haxe

#### - Softwares

Unity, Unreal.  
Git, Maya, Perforce.  
Photoshop, Illustrator, Blender.

#### - Languages

Native French,  
Fluent in English,

### Hobbies



#### - Sciences

Physics papers, Biology  
Scientific biographies.

#### - History

European history, Ancient Greece  
Roman Republic.

#### - Video Game

Technological watch, and playing  
Indie, Browser & RTS games.

#### - Music

14 years of violin practice,  
6 years of music lessons.

### Professional Experience



2021  
6 months

**Gameplay Programmer Assistant**  
UBISOFT Paris Mobile - Ketchapp,  
Prototypes and Games creation.

2019  
7 months

**Gameplay Programmer**  
TapNation, Hypercasual publisher.  
SDK Manager & Prototype creation  
CowboyFlip +2M DL among others.  
Managed Partner Studios (Time & funds),  
Analysed data via GameAnalytics.

### Education



2018-2021

**Game Design and Programming**  
IsartDigital Master's Degree:

Learned diverse technologies with  
at least 3 game projects made each year.  
Created game design documents, wireframe,  
and practiced game analysis.

2016-2017

**Bachelor's degree of History**

University of Paris 1 Pantheon-Sorbonne  
Obtained C2I certification.

### Student Projects



2020  
2 weeks

**Gameplay Programmer**  
«WorkInProgress», a VR Arcade Game.  
Unity/Oculus Quest.

2019  
3 months

**Gameplay Programmer** on MekaGob  
An RPG project made in a team of 16 people.  
For an 15 minute experience with exploration  
and turn-based battle.  
Unreal/Blueprint.

2019  
2 months

**Game Designer** on Nynn  
Metroivania for PC/Console  
Created Game Design Documents.  
Unity/C#.

2018  
2 months

**Network Programmer**  
Set up a Data Base and a dedicated server  
for a Run&Gun game.  
Haxe/OpenFL-MongoDB/NodeJS.