Gabriel LAPORTE

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- Programming

C# C++ Blueprint TypeScript / Javascript NodeJS / MongoDB ActionScript3 Haxe

- Softwares

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

- Languages

Native French. Fluent **English**, Beginner in Japanese.

Hobbies

- Sciences Physics papers, Scientific biographies.

History

European history, Ancient Greece Roman Republic.

- Video Game

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

- Music

13 years of violin practice, 6 years of music formation.

Gameplay Programmer

Education

Game Design and Programming 2018-2021

> IsartDigital Master's Degree: Learned diverse technologies with

at least 3 game projects made each year. Created game design documents too, and

practiced analysis.

2016-2017 Bachelor's degree of History

University of Paris 1 Pantheon-Sorbonne

Obtained C2I certification.

Experience

- Profesionnal

2019 Gameplay Programmer

7 months TapNation, Hypercasual publisher. SDK Manager & Prototype creation CowboyFlip +2M DL among others. Managed Patner Studios (Time & funds),

Analysed data via GameAnalytics.

Projects

2020 Gameplay Programmer

(WorkinProgress)), a VR Arcade Game. 2 weeks

Unity/Oculus Quest.

2019 Gameplay Programmer on MekaGob

3 months An RPG project made in a team of 16 people.

For an 15 minutes experience with exploration

and turn-based battle.

Unreal/Blueprint.

2019 Al programmer on Debunker

2 months Narrative and Puzzle Game

Unreal/Blueprint.

2019 Game Designer on Nynn 2 months

Metroivania for PC/Console

Created Game Design Documents.

Unity/C#.

2018 Network Programmer

2 months Set up a Data Base and a dedicated server

for a Run&Gun game.

Haxe/OpenFl-MongoDB/NodeJS.