



Android Developer

Gaetan Karst

I am a self-taught developer with a thirst for learning new technologies and with a true passion for solving problems through coding. My past experiences allowed me to develop my ability to adapt to any environment and to be able to bring a different vision to a project.



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<https://gaetankarst.github.io/>

Technical Skills

C#	UNITY
JAVA	RPG MAKER
C	PHOTOSHOP
HTML 5/CSS3	AFTEREFFECT
GIT VERSION CONTROL	JIRA

Languages



Certification

ENGLISH: **TOEIC 925**

Additional courses: **CS50 HARVARD, MOOC.FI**

EXCEL: **TOSA PROFICIENCY CERTIFICATION**

OTHER: **JAPANESE DRIVING LICENCE TYPE 2**

Education

MSC 2 IN MARKETING & BRAND MANAGEMENT

2018 - 2019 Msc & MBA INSEEC Business School
Lyon, France

Specialization in Brand Management

Classes taught in English

MSC 1 IN DIGITAL MARKETING

2017 - 2018 Msc & MBA INSEEC Business School
Lyon, France

Specialization in Digital Marketing

HIROSHIMA UNIV STUDY ABROAD PROGRAM

2016 - 2017 Hiroshima University
HigashiHiroshima, Japan

Classes taught in Japanese and in English

BACHELOR IN APPLIED FOREIGN LANGUAGES

2013 - 2016 University of Toulouse Jean Jaures
Toulouse, France

Specializations in International Trade & Marketing

Classes taught In English and in Japanese

Outside Work?



Video Games



Travel



Music



Sport

Personal Projects (github: [GaetanKarst](#))

PARALLEL: C# / UNITY3D

Parallel is a simple 3D game inspired from "Thrust" in which the player pilot a rocket and need to overcome different sort of obstacles to reach the end of the level. I decided to base the game on geometric art and play of lights to improve my knowledge of lightmaps in Unity. Through this project, I have also been able to enhance my comprehension of movement and physics programming as well as performance optimization.

SIN'LERIA: THE HUMAN KINGDOM UNDER ATTACK: C# / UNITY2D

This simple game is a Tower Defense inspired from the famous Plant vs Zombie and showcasing different similar gameplay mechanics such as attacker spawning over time, defenders placing in world space, strategic resources management or score update.

THE GOBLIN'S CAVE: C# / UNITY2D

The Golin's Cave is a 4 level 2D side-scroller platformer featuring standard Action-Adventure games mechanics such as attacks, jumps, enemies and collectibles. The main purpose of this game was to enhance my ability to use Unity's Tilemaps system as well as coding some more advanced features in C#.

Work Experience

2019-Now, **Seido Co., Ltd.**, Tokyo - Japan

JUNIOR BRAND & MARKETING MANAGER

- Managed and built the marketing strategies of 2 different brands with their own personalities by creating digital contents and used best practices in the field to improve the performance of the shop.
- Took benefit from my passion for programming and UX design to collaborate with the IT team by pointing out particular aspect that could be improved, which could lead ultimately to better performance of the online shop.

February-August 2018 (7 months), **Eden Games**, Lyon - France

INTERNSHIP - LEAD COMMUNICATION MANAGER

- Created an entire communication strategy rework plan for an International mobile video game and management of the overall communication.
- Partnered with the QA team to test the game and provide thorough bug reports and improvement aspects for the game. The goal was to be able to answer the players the best way possible by experiencing their trouble in the game.
- Automation of periodic analysis of the performance of the game in AppleStore and GooglePlayStore in excel using excel formula language. These analysis allowed us to take more easily different sets of decisions regarding the communication strategie to implement.

2011-2014, **Freelancer**, France

E-SPORT MULTI-GAMING TEAM MANAGER

- Creation, upkeep and optimization of a website for the team using HTML/CSS and WordPress. I have also been able to learn some PHP to develop the website and keep it performant.
- Management of the social medias, budget apraisal and negotiation with sponsors.

