

### **ABOUT ME**

Hello! I'm Nathan, a new game developer from France who recently graduated from ESMA Game. I've been passionate about the world of video games since I was young and have always been interested in development as well. The process of creating a video game has always intrigued me.

#### **LANGUAGE**



≥ English



French Native

#### **INTERREST**

Gym Music Guitard Traveling Wrestling Video game

#### **SOFTWARE**









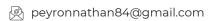




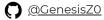
# **PEYRON** NATHAN

# JUNIOR GAMEPLAY PROGRAMMEUR

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in Nathan Peyron



#### Skills

- TeamWork
- Autonomous
- C++
- c#
- Game design
- Visual scripting Unreal Engine

#### **WORK EXPERIENCES**

## Stage in computer repaire

ICI Informatique June 2018 - September 2018

- Computer repair skills
- Understand a problem
- Fix technical problems

#### Waiter

L'estelan | June 2022 - September 2022

- Developing communication with the team.
- Ensuring quick and high-quality service.
- Communicating with customers to please them and understand their needs.

#### **EDUCATION**

#### **Bac STI2D**

High school Alphonse Benoit | April 2019 - June 2021

#### RNCP 6

ESMA GAME Montpelier | 2021 - 2024

- Gameplay Programmer for the game CORE DEFENDER, winner of the Best In-School Game award
- Gameplay Programmer for the game MARA, a horror game