



Nicolas Calvet

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Driving licence

Remote working experience.

French

Social Networks —

[GitHub / GrandPiaf](#)

[LinkedIn / nicolascalvet](#)

Languages —

English - *Autonomous*

Japanese - *Beginner*

Technical skills —

Programming languages

C#

C/C++

OpenGL

GLM, SFML, GLFW, GLUT, GLAD,
GLSL/HLSL

PL/SQL

Softwares & Tools

UML Diagrams

Unity3D

ShaderGraph, ShaderLab, VFX
Graph

Unreal Engine 4

Git & Perforce

Bitbucket & Jira

Visual Studio

NetLogo

LMMS & FMOD Studio

Gameplay Programmer

Professional experience

October 2021 – Today **Smart Tale Games** **Unity Developer** Montpellier, France
Porting of **Gear.Club Unlimited 2 Ultimate Edition** on Computer & game consoles.
Development of rendering tools on **Unity3D**.

May – September 2021 **Smart Tale Games** Montpellier, France
End of studies internship of Gamagora Master's degree.
Porting of **Gear.Club Unlimited 2 Ultimate Edition** on Computer & game consoles.

February – August 2020 **CELAD Toulouse** Balma, France
End of studies internship of Imagina Master's degree.
Server-side development and improvement of a permanent MMORTS video game : USC (*Unity Space Conquest* based on *Mankind*).

April – June 2016 **Tandem International** St-Joseph-de-Beauce, Quebec, Canada
Internship at the end of the 2-year University Diploma in Computer Science Technology as a Web Programmer in **Quebec, Canada**.

Education

2020 – 2021 **2nd year Gamagora Master's degree in Video Game Programming** University of Lyon 2 - ICOM, France
In common width Level Designers & 3D Computer Graphics Designers

2017 – 2020 **Master's degree in Computer Science** University of Montpellier, France
3rd year Bachelor's degree
Imagina (Images, Games & Intelligent Agents).

2014 – 2016 **2-year University Diploma in Computer Science Technology** UIT, Blagnac, France
3rd semester partially taught in **English**.

Projects

January – May 2021 **Snowy Path** University of Lyon 2 - ICOM, France
Multi-professional Video Game Development in the 2nd semester for the **Gamagora Game Show** in May ([Itch.io](https://itch.io)).

September 2020 – February 2021 **Multiple projects during the Gamagora Master's degree** University of Lyon 2 - ICOM, France
- Find them on my personal github.com/GrandPiaf/ !
- **Procedural Content Generation** and positioning tree depending on different biomes with **Unity3D**.
- **Raytracer in C++**.
- Lots of prototypes with **Unreal Engine 4**

February – June 2019 **Imagina Master's degree** University of Montpellier, France
Development of Warbot with **Unity3D**, a game of battle-oriented agents between bases.

Mars – Mai 2019 **Imagina Master's degree** University of Montpellier, France
Raytracer project using OpenGL & C++.
Reflection, refraction, Phong shading & soft shadows.

Interests

Video games Sid Meier's Civilization VI, Astroneer, Minecraft, Battlefield, FTL.

Board games Dice Forge, Azul, Muffin Time, Shadow-Hunter.

Boy Scout French Boy Scout from 2008 to 2015 & Scout Leader Summer 2019.