Nicolas Calvet

✉ 25 Av Samuel de Champlain
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@ nicolas.calvetgp@mail.com

🚗 Driving licence

>_ Remote working experience.

🏳 French

Social Networks ——

🐙 GitHub / GrandPiaf

in LinkedIn / nicolascalvet

Languages ——————

🇬🇧 English - *Autonomous*

🇯🇵 Japanese - *Beginner*

Technical skills ——

</> Programming languages

- ⅄ C/C++
- ⅄ C#
- ⅄ OpenGL
  - ⚙ GLM, SFML, GLFW, GLUT, GLAD, GLSL/HLSL
- ⅄ PL/SQL
- ⅄ Prolog
- ⅄ QT
- ⅄ CUDA

🖥 Logiciels & Tools

- ✎ Git & Sourcetree
- ✎ UML
- ✎ Unity3D
- ✎ Unreal Engine 4
- ✎ Visual Studio
- ✎ NetLogo
- ✎ LMMS & FMod Studio

Gameplay Programmer

Professional experience

May 2020 – Today

Smart Tale Games — Montpellier, France
Unity Developer
End of studies internship of Gamagora Master's degree followed by a full-time contract.
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 developement 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
3rd year Bachelor's degree** — University of Montpellier, France
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).

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/ !
- **Raytracer in C++**.
- **Procedural Content Generation** and positionning tree depending on different biomes.
- Lots of prototypes in common with Levels Designers on **Unity3D** and **Unreal Engine 4**

February – June 2019

Imagina Master's degree — University of Montpellier, France
Supervised project *Warbot* based on **Unity3D**.
Oriented agents game battle between bases. Each player defined the behaviours of each of his units and observe the battle without possibility to interfering.

Mars – Mai 2019

Imagina Master's degree — University of Montpellier, France
Raytracer project (*Whitted-style raytracer*) using OpenGL & C++.
Reflection, refraction, Phong shading & soft shadows.

Interests

Video games — Sid Meier's Civilization VI, Astroneer, Minecraft, Battlefield, FTL: Faster Than Light.

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

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