



# Nicolas Calvet

- 4th May 1996
- 72 Grande Rue  
69800 Saint-Priest, France
- [nicolas.calvetgp@mail.com](mailto:nicolas.calvetgp@mail.com)
- Driving licence
- French

## Social Networks —

- [GitHub / GrandPiaf](#)
- [LinkedIn / nicolascalvet](#)

## Languages —

Anglais - Autonomous ●●●●●

## 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
  - Unity
  - Unreal Engine
  - Visual Studio
  - NetLogo
  - LMMS & FMod Studio

# Gameplay Programmer Internship

## 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  
(University Institute of Technology).  
3rd semester partially taught in **English**.
- 2011 – 2014 **High School Graduation Diploma in science** *Emilie de Rodat* High School, Toulouse, France  
Obtained the Aeronautics Initiation Certificate.

## 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.  
[github.com/Snowy-Path/Snowy-Path](https://github.com/Snowy-Path/Snowy-Path)
- 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/](https://github.com/GrandPiaf/) !
  - **Raytracer in C++**.
  - **Opengl demo in C++**.
  - **Procedural Content Generation** and positioning tree depending on different biomes.
  - Lots of prototypes in common with Levels Designers.
- February – June 2019 **Imagina Master's degree** University of Montpellier, France  
Supervised project *Warbot* based on Unity.  
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 reflection model, Phong shading & soft shadows.
- February – June 2018 **3rd year Bachelor's degree in Computer Science** University of Montpellier, France  
Supervised project : comparison of Monte-Carlo & AlphaBetaPruning algorithms on American Checkers.

## Stages

- 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**.

## Interests

- Video games Regular and passionate player.  
FPS, RPG, Strategic, Rogue-like & Indie are my favorites.
- Boy Scout French Boy Scout from 2008 to 2015 & Scout Leader Summer 2019.