

Nicolas Calvet

- 4th May 1996
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- Driving licence
- French

Social Networks

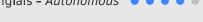


GitHub / GrandPiaf

LinkedIn / nicolascalvet

Languages

Anglais - Autonomous • • • • •



Technical skills

Programming languages

h	C/C++	•	•	•	
p	C#	•	•	•	
Y	OpenGL	•	•	•	•
GLM, SFML, GLFW, GLUT, GLAD, GLSL/HLSL					

PL/SQL

Prolog QT **CUDA** 0 0 0

Logiciels & Tools

Git & Sourcetree

☑ UML

Unity

Unreal Engine

Visual Studio

NetLogo

LMMS & FMod Studio

Gameplay Programmer Internship

Education

2nd year Gamagora Master's

2020 - 2021degree in Video Game University of Lyon 2 - ICOM, France

Programming

In common width Level Designers & 3D Computer Graphics Designers

Master's degree in Computer Science 2017 - 2020

3rd year Bachelor's degree

Imagina (Images, Games & Intelligent Agents).

2-year University Diploma 2014 - 2016

in Computer Science Technology

(University Institute of Technology). 3rd semester partially taught in English.

High School Graduation 2011 - 2014

Diploma in science

Emilie de Rodat High School, Toulouse, France

Obtained the Aeronautics Initiation Certificate.

Projects

January – May Snowy Path 2021

University of Lyon 2 - ICOM, France

University of Montpellier, France

UIT, Blagnac, France

Multi-professional Video Game Development in the 2nd semester for the Gamagora Game Show in May.

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/! - Raytracer in C++.

- Openal demo in C++.

- Procedural Content Generation and positionning 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 & AlphaBetaPrunning 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.

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