



## Nicolas Calvet

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34000 Montpellier, France

[nicolas.calvetgp@gmail.com](mailto:nicolas.calvetgp@gmail.com)

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 & Sourcetree
- Bitbucket & Jira
- Visual Studio
- NetLogo
- LMMS & FMOD Studio

# Gameplay Programmer

## Professional experience

- October 2021 – Today **Smart Tale Games** Montpellier, France  
**Unity Developer**  
 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 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/](#) !  
 - **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.