



Nicolas Calvet

- 4th May 1996
- 72 Grande Rue
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- 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
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
- 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 positioning tree depending on different biomes.
 - **VR** maze on **Unreal Engine 4** using Oculus Quest 2.
 - Lots of prototypes in common with Levels Designers on **Unity** and **Unreal Engine 4**
- 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.