

CLÉMENT HENNEBELLE

✉ CLEMENT.HENNEBELLE@HOTMAIL.FR ☎ +1 514-583-2767 📍 MONTRÉAL, QC

SUMMARY

Versatile programmer with extensive experience in gameplay development using Unreal Engine (C++) and Unity (C#), complemented by recent expertise in web development with TypeScript, React, Node.js, and Express. My background includes gameplay mechanics, performance optimization, and interactive digital installations, bringing a unique perspective to both game and web projects. My approach is creative and adaptable, and I prioritize collaborative teamwork and delivering high-quality, optimized solutions.

EDUCATION

UNIVERSITÉ DE MONTRÉAL

Major Digital Music 2024

CONCORDIA UNIVERSITY

Bachelor's Computer Science 2019

Video games option

EMPLOYMENT

FREELANCE (SELF-EMPLOYED)

FRONTEND WEB DEVELOPER

MONTRÉAL, QC
SEPT. 2022 À EN COURS

- Developed programs to streamline workflows within businesses
- Created websites for companies and organizations

BEHAVIOUR INTERACTIVE

GAMEPLAY PROGRAMMER

MONTRÉAL, QC
JUIL. 2019 À JANV. 2020

- Experience with Unreal Engine 5 in C++
- Gameplay and AI programming for a networked game (handling online replication)
- Responsible for creating code modules that comply with the project's architecture, using UML, peer code review

PLAYMIND

GAMEPLAY AND TECHNOLOGIES PROGRAMMER

MONTRÉAL, QC
AVR. 2018 À AOÛT 2021

- Experience with Unity 3D in C#
- Programming and handling of "real" games, with physical components that communicate with Unity
- Project management on a small programming team, and discussion with clients around the functionalities

PROJECTS

PORTFOLIO WEBSITE

Personal website showcasing my most recent programming projects

GITHub

GitHub page

SKILLS

PROGRAMMING LANGUAGES: C++, C#, TypeScript, HTML / CSS

LANGUAGES: Français, English

GAME ENGINES: Unreal Engine 5, Unity

TOOLS: Git, Perforce

VOLUNTEERING

GANG DE DEVS (GROUPE ASSOCIATIF POUR LA NOUVELLE GÉNÉRATION DE DÉVELOPPEURS)

· ADMINISTRATOR

MONTRÉAL, QC

SEPT. 2018 À
AOÛT 2021

Organized monthly events connecting students and professionals, fostering community engagement and mentorship within the video game industry.