

# CLÉMENT HENNEBELLE

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## SUMMARY

After an initial career in the digital field, I chose to shift my focus by pursuing musical training, which allowed me to develop creative and technical skills. Today, I aim to restart my career in video game development by deepening my technical knowledge. With several years of experience working in digital and video game projects, I have gained solid expertise in engines such as Unity and Unreal Engine. Currently training in GLSL via Touch Designer, I am also developing skills in graphic programming. My various experiences, both in the digital field and other sectors, have allowed me to adapt to diverse environments and teams. I prioritize cohesion in group projects and place great deal of importance on the quality of the delivered work.

## EDUCATION

### UNIVERSITÉ DE MONTRÉAL

Majeure Musiques numériques 2024

### CONCORDIA UNIVERSITY

Bachelor's Computer Science 2019

Video games option

## EMPLOYMENT

### BEHAVIOUR INTERACTIVE

GAMEPLAY PROGRAMMER

MONTRÉAL, QC  
JUIL. 2019 À JANV. 2020

- Unreal Engine 5 experience
- Gameplay programming for an online game (network handling)
- AI programming for gameplay purposes

### PLAYMIND

GAMEPLAY AND TECHNOLOGIES PROGRAMMER

MONTRÉAL, QC  
AVR. 2018 À AOÛT 2021

- Unity 3D experience
- Worked on several numerical installation projects, from programming to on-site installation
- Collaborated with several art specialties, integrating their work into the final product

## PROJECTS

### PORTFOLIO WEBSITE

Portfolio website gathering projects in my different areas of work. Programmed in Typescript using the React framework.

[www.clementhennebelle.com](http://www.clementhennebelle.com)

## SKILLS

**PROGRAMMING LANGUAGES:** C++, C#, GLSL

**LANGUAGES:** Français, English

**SOFTWARES:** Unreal Engine 5, Unity, Touch Designer, Perforce, Git

## VOLUNTEERING

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

· ADMINISTRATOR

MONTRÉAL, QC

SEPT. 2018 À  
AOÛT 2021

Organized and led monthly events with students and young professionals. Those events gave the opportunity to industry newcomers to meet veterans, and to get a better feel of life within the video game world.