BILLARD Baptiste
Game Programmer

[Website](#)

billard.baptiste.etudes
@gmail.com

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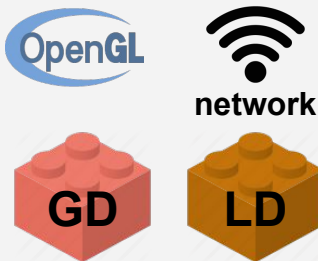Toulon France
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Softwares

Languages

Team Tools

Notions

OpenGL

network

GD   **LD**

Other

fluent

Qt

Education

- Créajeux, L'école des métiers du **jeu vidéo**,
  game **programming** section → **bac+3** (RNCP II)

Group Projects

- [Radial](#) on Steam
  - worked on **LD, AI**   -   C/C++ SFML
  - team (1st year) : 4 programmers + 5 artists   -   Windows

- Sea Side Runner
  - worked on **GD, LD, generalist prog**   -   **C# Unity**
  - team (2nd year) : 5 programmers + 4 artists   -   Android

- [Inari](#)
  - worked on **GD, LD**   -   **C# Unity**
  - team (2nd year) : 6 programmers + 4 artists   -   Windows

- WhichCraft
  - worked on **GD, LD, generalist prog**   -   **C# Unity**
  - team (3rd year) : 6 programmers + 4 artists   -   Windows

Solo Projects

- Fighting Game Tool   (C# Unity, Unity Editor)
- GDD Editor   (C++ Qt, windows)

- Reproducing   (Guitar Hero, Othello AI, Besiege,
                      Cut The Rope, Helix Jump)

- School Game Jam   (C# Unity, windows)
- Global Game Jam   (Blueprint UE4, windows)

Hobbies & Interests

- **Game Design, Level Design**, Prog Gameplay
- Guitar, Skateboarding, Vinyls
- Indie Games : Furi, Hollow Knight, Undertale, Katana Zero