SWANN ROUANET

GAME PROGRAMMER

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🌐 hezaerd.github.io

in Swann Rouanet

📍 Le Blanc-Mesnil, FR

PROFILE

Since my childhood i've always loved video game the most and today my dream is to share my passion to the world by making awesome and inspiring video games

HARD SKILLS

- C++ / C# / C
- Visual Studio 2022 / Code
- Unity / Unreal Engine 5
- Git / Perforce
- Engine / Gameplay Programming

SOFT SKILLS

- Communication
- Team Worker
- Pro Active

EDUCATION

GAME ENGINE PROGRAMMING

Isart Digital Paris

2023 - Now

GAME ENGINE PROGRAMMING

Isart Digital Montréal

2021 - 2023

BACCALAURÉAT

Lycée Frantz Fanon, Martinique

2018 - 2021

EXPERIENCES

Programmer Engine - Programmer Gameplay

PROGRAMMER ENGINE - COORS LIGHT ENGINE

ISART DIGITAL (Graduation Project)

02/2023 - 06/2023

- Creating a fully fonctional game engine from scratch in C++
- Collaborating in a team of 3 programmers
- Manage a git server for a big project

PROGRAMMER GAMEPLAY - NAUTIKART

ISART DIGITAL (Circuit Project)

03/2023 - 04/2023

- Create a race game using Unreal Engine 5 C++
- Collaborate and Manage 7 artists and 3 programmers to achieve a playable result in 3 weeks
- Learn how to use and keep a good workflow using Perforce

PROGRAMMER GAMEPLAY - EDEN'S BUILDER

ISART DIGITAL (VR PROJECT)

10/2022 - 12/2022

- Create a VR game using Unreal Engine 5 C++
- Create and impletement the 3C in a VR contexte
- Work closely with game designer to ensure efficient and accurate work in a short timing.