

SWANN ROUANET

GAME PROGRAMMER



<https://hezaerd.com>



Le Blanc-Mesnil, FR

HARD SKILLS

- C++ / C# / C
- Visual Studio 2022 / Code / Rider
- Unity / Unreal Engine 4 & 5
- Git / Perforce
- Engine / Gameplay Programming

SOFT SKILLS

- Communication
- Team work
- Proactive

EDUCATION

GAME ENGINE PROGRAMMING

Isart Digital Paris

2023 - Maintenant

GAME ENGINE PROGRAMMING

Isart Digital Montréal

2021 - 2023

BACCALAURÉAT

Lycée Frantz Fanon, Martinique

2018 - 2021

EXPERIENCES

Programmeur Engine - Programmeur Gameplay

FULL STACK PROGRAMMER - LOS PINGHEROS

HECTIQ (Internship)

03/2024 - 06/2024

- Creating a web page for a Twitch extension (HTML/CSS/TS)
- Creating a back-end server to handle connexion flow
- Creating a Twitch integration to bind the game to the Twitch web API

ENGINE PROGRAMMER - COORS LIGHT ENGINE

ISART DIGITAL MONTREAL (Engine project)

02/2023 - 06/2023

- Creating a scripting engine in C++
- Creating a scripting API in LUA
- Collaborating with 2 other programmers on large scale using GIT

ENGINE PROGRAMMER - NAUTIKART

ISART DIGITAL MONTREAL (Circuit project)

03/2023 - 04/2023

- Creating a Mario Kart like racing game in Unreal Engine 5 C++
- Collaborate on a car controller
- Creating a Mario Kart like objects system
- Manage a Perforce workflow for 3 programmers and 7 artists

LANGUAGES

French
(native)

English
(professional proficiency)

HOBBIES

Windsurf and sail sports
Competitive swimming

MMORPG
Survival/Sandbox