VICTOR LACOMBE

20 years old
Programmer C#,C++

CONTACT

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- Portfolio
- Linkedin
- Itch
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DEGREE

Master Game Programming
IIM - Paris
2022 - 2026

1 st Year
ISART - Paris
2021-2022

SKILLS

C#, C++ (4 years)

Git (4 years)

SFML (1 year)

Raylib (2 year)

Unity (4 years)

Unreal Engine 5 (3 years)

OenGL (5 month)

Design Thinking

Jira, Excel (Organisation)

Java / Swing (4 month)

Godot (3 month)

EXPERIENCE AND PROJECTS

GAMEPLAY PROGRAMMER - UNREAL FPS PROJECT

3 MONTH STUDENT PROJECT 2023

Weapon System, Respawn system, Input system
Movable physics objects
Escape Game Mechanics
Unreal Engine 5
Management d'équipe, organigrame

GAMEPLAY PROGRAMMER C# - UNITY MOBILE PROJECT

4 MONTH STUDENT PROJECT 2023

Mobile input system (Drag & drop, Multitouch)
C# Events (Architecture Man in the middle)
Tools for Game Designer
Google Play Submision and Achivement
Card Data Manager
Smooth Animations (DOTween & Animation Curve)

ENGINE PROGRAMMER C++ - RASTERIZER OPENGL

1 MONTH STUDENT PROJECT 2022

Rendering OpenGL
ImGui UI
GJK Algorythm Collisions
Rasterizer

JAVA SOFTWARE INTERN - INRAE

5 MONTH 2024

Scientific Software
Java Swing
Prototyping
Solo project management
App developement
Data engineering
Graph Rendering

GAMEPLAY PROGRAMMER C++ - SMFL PROJECT

1 MONTH STUDENT PROJECT

Circle to Line Collisons
SFML usage
Project Architecture
Death Menu

INTÉRÊTS

3D Printing

Image Generation using Stable Diffusion (AI)

Video Game Marketing

Climbing

LANGUES et VOYAGES

Cambridge English Level B2 - TOEFL Level B2

Euro Section Trips:
South Africa, Ireland, China

Personal Trips:
United States, Canada