Jérôme CORNU

GAMEPLAY PROGRAMMER

Driving license B

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MAIN AREAS OF EXPERTISE

FEW PROJECTS

Name	Engine	Language	Type	Features
Deep Descent	**Unity3D**	**C#**	FPS PVE	**Multi**
SLIMY	Unity3D	C#	Management	**AR**
Catch the AI	Unity2D	C#	Strategy	**AI**
The Legend Of Goblina	**Unreal** 4	**C++**	Infiltration game	AI
Fontfroide	Unreal 5	**Blueprint**	Virtual visit - MMO	Multi
Level Celeste	Everest	Level design	Platformer	Immersion
Cityx	Phaser.ts	Typescript	Management	Educational

HUMAN LANGUAGES

French - Native   English - B2 (CLES 2020)   Spanish - A2

PROFESSIONAL EXPERIENCES

2023 - 2024 (MathsAndGo, remote)	**Video game developer - Apprenticeship**	• Mathematics educational games *CM1 / CM2* • Creating AI, Using AI, Responsive
2022 - 2023 (Pôle Prod, Le Soler, 66)	**Video game developer - Apprenticeship**	• Creation of games on *Unreal 4 and 5* • Multiplayer, Level Design, Creating AI

FORMATION

2024	**Master's IT Expert - Intelligent Applications and Big Data** (Free candidate)
2022 - 2024	**MSc Developer Video Games Spe** (Gaming Campus, 69) - Valedictorian 2023
2021 - 2022	**Bachelor Computer Developer**, video game option (Gaming Campus, 69)
2019 - 2021	**DUT Informatique** (IUT of Valence, 26)

ADDITIONAL INFORMATION

SPORT

Tennis in competition, best ranking 15/5

DESCRIPTION

Passionate player about creation and invention of video/board games
(Andor Extensions, CThulhu Wars recovery...)

IMPLICATIONS

2021-2022
Ambassador, Member of campus association
(BDE, Sports, Board Games...)