

PROGRAMMER GAMEPLAY



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MAIN AREAS OF EXPERTISE

FEW PROJECTS

Name	Engine	Language	Type	Features
PUBC	Unity3D	C#	FPS PVP	Multi - Jam
Abadackor	Unity3D	C#	Simulation	Jam - Engaged
SLIMY	Unity3D	C#	Management	AR
The Legend Of Goblina	Unreal 4.27	C++	Infiltration game	AI
Castle VS Castle	Unreal 5.1	Blueprint	DotA like	Projected game
Fontfroide	Unreal 5.1	Blueprint	Virtual visit - MMO	Multi
The Fabulous Dwarf's Quest	Twine	Harlow/CSS/HTML/JS	Narrative Game	Humorous
Prosperia	RPG Maker XP	Visual scripting	RPG	Personal project
Level Celeste	Everest	Level design	Platformer	Steeped in history

HUMAN LANGUAGES



French - Native



English - B2 (CLES 2020)



Spanish - A2

PROFESSIONAL EXPERIENCES

september 2022 - july 2023 (Pôle Prod, 66, France)	Video game developer - Apprenticeship	<ul style="list-style-type: none"> Creation of games on <i>Unreal 4 and 5</i> Major and minor projects
april 2021 - june 2021 (Rhonalpcom, Romans-Sur-Isère, 26)	Creation of internal websites - internship	<ul style="list-style-type: none"> Familiarization with WordPress CMS Familiarization with Joomla CMS

FORMATION

2022 - 2023	MSc Video Game Programming (Gaming Campus, 69, France)
2021 - 2022	Bachelor Computer Developer , game option (Gaming Campus, 69, France)
2019 - 2021	DUT Informatique (IUT de Valence, 26, France)

ADDITIONAL INFORMATION

SPORT	DESCRIPTION	IMPLICATIONS
Tennis in competition, best ranking 15/5	Seasoned player passionate about creation and invention of video games and board games (<i>Andor Extensions, CThulhu Wars recovery</i>)	2021-2022 Ambassador, Member of campus associations (<i>BDE, Sports, Board Games...</i>)