







## Contact

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-  [Github.com/JojoGelb](https://Github.com/JojoGelb)

## Education

- UQAC:** Master's in Computer Science (Video Games)  
Canada, 2023-2025
- ENSICAEN:** Master engineering in Computer Science,  
France, 2021-2024
- UGA:** DUT INFO (Technical formation in Computer Science),  
France, 2019-2021

## Human Skills

- ◆ Team worker
- ◆ Curious / Enthusiastic
- ◆ Problem Solver

## Languages

- ◆ French Native language
- ◆ English C1 (TOEIC)
- ◆ German A2

## Hobbies

- ◆ Rock Climbing
- ◆ Minecraft Plugins
- ◆ Game Jams

## Reference

- ◆ **Michael Callaghan**  
Reader at the University of Ulster  
([Linkedin Profile](#))

Third year computer engineering student looking for a 6 month internship in video-games development starting September 2024.

My ambition is to join an experienced team and actively contribute to the creation of video games that are not only fun but also captivating, providing unforgettable experiences for players!

## EXPERIENCE

March 2024  
Chicoutimi, Canada

[GAME JAM](#): Developed "GenFight" in 48 hours during the WonderJam 2024, winning the **public prize** and securing 2nd place in the competition.

Autumn 2024  
Chicoutimi, Canada

[PROJECT](#): Crafted every components of a graphics (Vulkan) and a physics engine (Rigidbody and particle simulation) in C++ for the course "Math & Physics for video games" at the UQAC.

May-July 2023  
Londonderry,  
Northern Ireland

[INTERNSHIP](#): Led a team of 9 students in the Intelligent Systems Research Centre at the University of Ulster. Together, we created a significant update for the VR Game "Numbers & Letters" on [STEAM](#). I worked on several key optimisation process to make the game run smoothly on the (Android) [Oculus Quest](#) platform e.g. occlusion culling, render pipeline, batching, LOD, shaders, etc....

July 2023

[GAME JAM](#): Created a game in 48hr using pathfinding AI and the UNITY engine for the GMTK 2023 and got to the top 30%! ([Itch.io](#))

2021-2024

[PLUGINS](#): Developed and maintained several Minecraft plugins for community events like [CTS](#) or [Shadow Hunter](#), with peak participation reaching over 90 players!

April-June 2021  
Montréal, Canada

[INTERNSHIP](#): Created and published a GIS MapMatching plugin on QGIS for the INRS, incorporating unit tests and using Docker to ensure cross platform functionality ([GitHub](#))

February 2021  
Grenoble, France

[GAME JAM](#): Coordinated a group of 5 students and participated in the creation of the video game "Mange ta soupe" at the UGA. ([GitHub](#))

## Hard Skills

Languages

C, C++, C#



Editor

VS, VSCode



Game Engine

Unity / Unreal



Graphic Library

Vulkan / OpenGL



Other

Steam / Oculus API



Versioning

Git, Perforce, Plastic SCM



## Interests

Software architecture

Player experience (UI/UX)

Gameplay

Project management

Play testing

AI

Cross-platform development

Optimisation

VR, OpenXR