



KIARA DROUIN

INTERN PROGRAMMER

CONTACT

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A PROPOS As a Master's student in video games and creativity, I am seeking an internship as a developer to further my knowledge. Always looking for new things to learn and challenges to take on, I am passionate about creating beautiful, innovative and impactful projects.

EDUCATION

Université côte-d'azur

Master's Degree in
Video Games Creation

2024-2026

Cannes, France

EFREI PARIS

Bachelor's Degree in
Software Engineering

2021 - 2024

Villejuif, France

University of Portsmouth

6-week international
exchange

2023

Portsmouth, Royaume-Uni

Lycée Frédérique

Mistral

Bachelor's degree with
honours.

2021

Fresnes, France

WORK EXPERIENCE

Front-end Developer

Work-study programme

May 2023 - August 2024

Holy-Dis

- Development: Optimisation of the user interface, implementation of new features.
- Agile Method: Involvement in the entire Agile process.

Skills: perseverance, creativity, adaptability, time management

QA tester

Fixed-term contract

May 2022 - April 2023

Holy-Dis

- Testing: Checking compliance and acceptability levels.
- Agile Method: Involvement in the entire Agile process.

Skills: prospecting, collaboration, communication, problem solving

QA tester

Internship

January 2022 - February 2022

Ezus

- Testing: Drafting and designing test specifications, performing end-to-end testing.

Skills: analysis, planning, writing, adaptability, critical thinking, agile methodology

SKILLS

Languages : C#, JavaScript, TypeScript, Python

Tools : Github, IntelliJ, VScode, Unreal Engine, Unity, Blender, Illustrator, Photoshop...

Graphic design, UI & UX design, Narrative design, Game design

Team and technical project management

Currently learning: C++, C

Fluent English (TOEIC 800), native French speaker, German B1

PROJECTS

Cap ou Recap

2025

Unity

Course project to create a 3D game combining exploration and combat.

Horror Game

2025

Unreal Engine

Course project to learn about level design and blueprint programming.

La bergère de Nuage

2024-2025

Unity

One-year master's project. Create a game with 15 minutes of team gameplay for the FIJ.

Kitten Rescue

2023

Unity

Mobile game created in one month, the goal is to collect as many astronauts as possible without losing a life.

The Jolly Hot Chocolatier

2023

Unity

The Cozy Jam project is a GameJam with a time limit of 72 hours in teams of four.