

Théo KOKEL

Game Programmer

Computer Science Engineer



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France, Reims area. Open to relocation

PROFESSIONAL EXPERIENCES

Gameplay Programmer Assistant | Ubisoft Paris

Montreuil, France | Internship from Sep. 2022 to Feb. 2023

- Unannounced project, developed on Unity
- Gameplay, UI & online programming



Unity MR Developer | UTC-CNRS BMBI Laboratory

Compiègne, France | Internship from Sep. 2020 to Feb. 2021

- Prototyped a Mixed Reality application
- Coupled HoloLens 2 and Kinect v2 devices by local network
- Study on the user's movements and animation of a 3D skeleton



LATEST PROJECTS

Unreal Engine 5 Developer | Iron Man Demo

Personal Project | Since April 2023 | PC

"Fly across the city and use your energy weapons in the mighty Avenger's armor"

- Project started along my UE5 training
- Realized exclusively with Blueprints
- Animations made with AI-powered motion capture from video (plask.ia)



Unity MR Developer | Memorial Project

University project | February 2023 | HoloLens 2

"An interactive experience enriching Compiègne's concentration camp memorial"

- Improved the behavior of interactable objects : activation by distance, touch events and swipe gesture
- Set the Git environment, cleaned code and applied good practices



Unity Gameplay Programmer | Cozy Place

Game Jam Project | December 2022 | Web browser

"Resolve puzzles and create the perfect cozy atmosphere you deserve"

- Worked 2 days with 4 developers : Prog, Design, Art & Light
- Developed the puzzles architecture
- Created a focus system to bring objects in front of the camera



ASSOCIATIVE EXPERIENCES

Imaginarium Festival (IF) | Student organization

"A music festival welcoming 8000 festival-goers for a week-end"

- Technical Director IF22 (2021/2022) : managed 25 people divided in 4 teams : Security, Logistics, Stages and Food
- Head of Security IF21 (2020/2021) : managed 5 people. Reshaped the project to fit Covid-19 measures
- Head of transports IF20 (2019/2020) : Sized and planned the shuttle service



EDUCATION

2023

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Engineering degree in
Computer Science

2019

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Preparatory class
Physics and Technology

2017

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Science Baccalauréat
With distinction

TECHNICAL SKILLS

Programming



Game engines



9 projects



Learning,
1 project

Collaborative tools

- Slack, Teams
- GitLab, Fork
- Jira, Confluence

LANGUAGE SKILLS

French | Native proficiency

English | Advanced, European C1 level

German | Basics

INTERESTS

Sports

- Football, Badminton
- Skydiving, since my 16 with 25 solo jumps

Cultural Activities

- Video-games (Action-Adventure & narrative games)
- Cinema, Series