Théo KOKEL

Game Programmer

Computer Science Engineer



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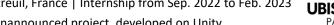


France, Reims area. Open to relocation

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 Al-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



Engineering degree in **Computer Science**

2019

Preparatory class **Physics and Technology**

2017

Science Baccalauréat

With distinction

TECHNICAL SKILLS

Programming







Game engines





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



IIIIIIIII Mémorial