Théo KOKEL

Portfolio

Final year of computer engineering at the University of Technology of Compiègne

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Assistant engineer internship
HoloLens 2 development

UTC-CNRS BMBI laboratory

Sep. 2020 – feb. 2021

HoloLens 2 internship

HoloLens 2 is an amazing device

➢ Long term functional covid sequelae diagnosis application

➢ Kinect V2 and HoloLens 2 coupling using local network and Unity. C# Programming. Packages used : MRTK and Kinect SDK 2.0.

➢ Kinect's body data transfered to animate a 3D skeleton

➢ Calculations on the patient's ease to move (angles and distances from floor)

➢ Autonomous work with weekly meetings

THE CRATEST GAME

Personnal project

feb. 2021 – july 2021

THE CRATEST GAME

The four playable characters

➢ **Online multiplayer game : 4 teams of 3 players compete to catch crates**

➢ **Made with Unity using the networking package "Mirror" with Epic Games' Online Services relay. I was the only developer.**

➢ **Multiplayer concerns I faced : authority client/server, synchronization, connections, spawns.**

➢ **Inspired by UTC's most famous event of new students' integration activities**

➢ **Tested with a panel of 50 people**

➢ **What is a great game where the goal is to collect crates ? The Cratest Game !**

Crocomine AI

University project

may 2021 - july 2021

Crocomine

- The game is a minesweeper variant

- Two terrains : water and land

- Three animals (= mines) : crocodiles, sharks and tigers

- Sharks can only be in water, tigers on land and crocodiles can be on both terrains

- Creation of a Python program that plays and resolves maps received by a server

- Expert system using knowledge base and patterns

An example of a grid our player had to resolve

aPQlypse

The victory screen

- ➤ Game made in a few hours with Unity

- ➤ Parody of the ridiculous toilet paper chaos during lockdowns around the world

- ➤ "In an apocalyptic world infested by zombies, toilet tissue has become a rare resource"

- ➤ You play an elite soldier in mission to find the precious paper

- ➤ In French, "PQ" is slang for toilet paper, but unfortunately the pun is lost in English

NOMAD

- ➢ **24 students divided in 4 teams : data management, networking, main UI and in-game UI**

- ➢ **Two players place up to 5 towers on the grid. Then, with pieces, they must connect the more towers they can**

- ➢ **My role : in-game UI team's designer**

- ➢ **Application of the IT project management course : deadlines, versioning, audits, intra & inter teams meetings, quality etc…**
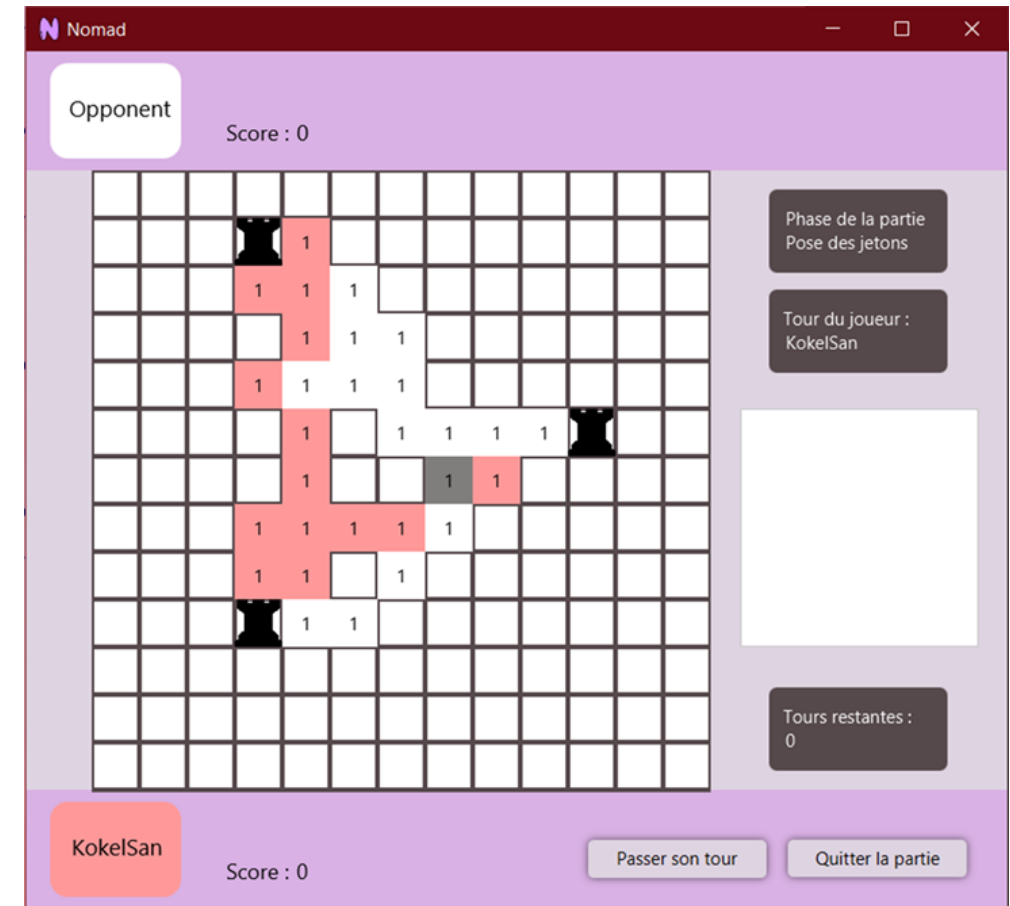
In-game UI

WasteFair

University project

Sep. 2021 – jan. 2022

WasteFair

The BasketWaste and its different waste forms

➢ VR local multiplayer game for HTC Vive. Made with Unity using SteamVR and Mirror

➢ Multiplayer and VR concerns I faced : interactable, throwable, other players appearance and objects synchronization

➢ Guideline : the game's theme must be environment oriented

➢ Imagined as a funfair with minigames related to ecology : a hub with multiple interest points and activities

➢ One minigame implemented : The BasketWaste, a waste sorting game. Three waste colours, three bins, simple goal

➢ Each waste colour has a rare variant

The MVP point of view

Game photography

Some of my favourite screenshots
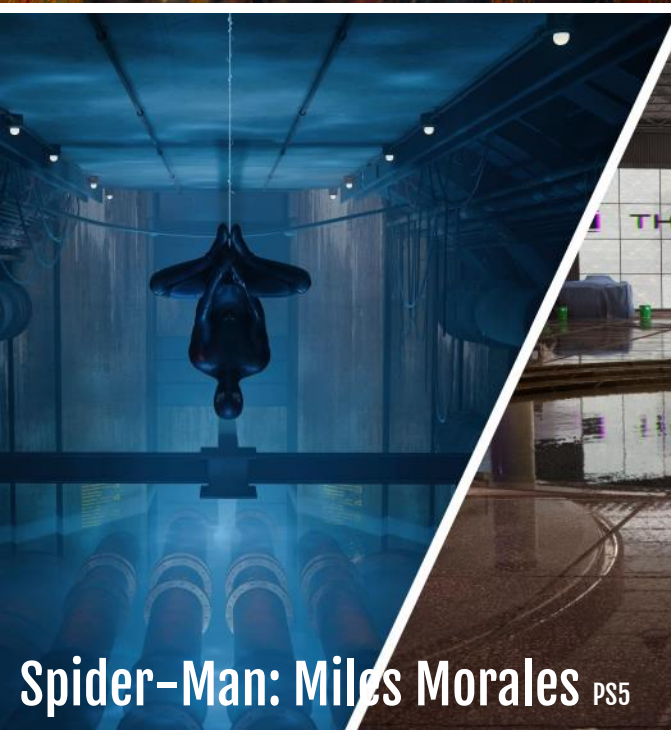
Ghost of Tsushima PS4

God of War PS4

Uncharted 4 PS4

Death Stranding PS4

Read Dead Redemption 2 PS4

Spider-Man: Miles Morales PS5

Horizon Zero Dawn PS4

Horizon Forbidden West PS5

Thank you

For your time looking at my work

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