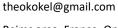# Théo KOKEL
Game Programmer
Computer Science Engineer

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github.com/KokelSan
Reims area, France. Open to relocation
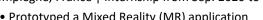
PROFESSIONAL EXPERIENCES

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 (MR) 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 Programmer | *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 association
"A music festival welcoming 8000 festival-goers for a week-end"
- Technical Director IF22 (2021/2022) : coordination of 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
C#, C++, Python

Game engines
Unity — 10+ projects
Unreal Engine — 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 (especially Action-Adventure & narrative games)
- Cinema, Series