Jean-Théophane DE MULATIER
IT Engineer and Gameplay Programmer

23-year-old dual-curriculum (master's degree and engineering degree) at UQAC, Canada and Polytech Grenoble, France, in Computer Engineering and Video Games.
I am looking for a permanent position in the video game industry to continue my professional development.

Contact:
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- CondinGame: @Korobei-JT
- Portfolio: https://korobeijt.github.io

Skills:

Programming Language:
- Mastered: Haxe, Java, Python, C#
- Learned: C, C++, HTML/CSS, Bootstrap, PHP, JavaScript, SQL

Softwares:
- Unity, Godot Engine
- Photoshop, Sony Vegas, Illustrator
- Blender
- Git, GitKraken

IDE:
- VS Code
- VS Community
- Eclipse

Driving Licence

Languages:
- Français : Mother tongue
- Anglais : B2 Linguaskill Business
- Chinois : A1

Hobbies:
- Playing the piano for 14 years
- Videogames
- Roleplaying games
- Drama arts for 8 years

Education

- 2021 - 2023
  Double-Degree: Master in Computer Science (Video Games) at Université du Québec à Chicoutimi, Canada
  - Completed projects:
    - Several games created in group in C# using Unity :
    - Creation of a Physics Engine in C++
  - Skills Developed:
    - Theoretical and practical studies of Artificial Intelligences and VR Technologies

- 2019 - 2023
  Computer Engineering Cycle at Polytech Grenoble, France
  - Completed projects:
    - Creation of a video game governed only by automatons, developed in Java and with a MVC software architecture
    - Creating a video game on networked touch tables using Godot Engine software
  - Skills Developed:
    - Programming in C, Java, Ocaml, Coq, PHP, CSS, HTML
    - Use of OpenGL technologies

- 2017-2019
  Prepatory class to engineer schools Mathematics and Physical sciences at Lycée Jean Bart in Dunkerque, France

- 2017
  Scientific Baccalaureate (with merits)

Work Experience

- September 2022 to January 2023
  Internship at Shiro Games on the game Wartales
    - Programming in Haxe and Heaps, use of HIDE
    - Debugging, polishing and implementation of new features

- April to August 2021
  Internship at Ubilink
    - Web programming in JavaScript
    - 3D design of avatars with Blender and MakeHuman

- August 2017 and July 2018
  Operations Officer for Quality-Testing in Dillinger France

Other Experiences

- Member of Linko, a Junior Company as an accountant
- Co-manager of Polytech Grenoble gaming club