

Adrien GIVRY

3D Programmer

CONTACT

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SKILLS

Programming languages



Graphics rendering



Software development



Web development



Game engines



Operating systems



LANGUAGES

French *Native*

English *Advanced*

Espagnol *Intermediate*



HOBBIES

Learning new piano pieces

Traveling

Playing video games

Playing tennis



EXPERIENCE

May 2020 Present	3D PROGRAMMER UBISOFT — MONTREAL Developing graphics features for an unannounced project
June 2019 April 2020	ENGINE PROGRAMMER GAMELOFT — MONTREAL Working on the in-house game engine
Aug 2018	MOBILE GAMEPLAY PROGRAMMER - INTERNSHIP APPOZ — MONTREAL Gameplay programming of 2 mobile games for Android and iOS
Jul 2018	ENGINE PROGRAMMER - INTERNSHIP VOXEL FARM — MONTREAL Development of rendering features for a web voxel engine
Feb 2018 Apr 2018	GAMEPLAY PROGRAMMER - INTERNSHIP BROKEN BLAST BIT (Indie Game Collective) — MONTREAL Gameplay programming of a PC/Console game
Jan 2017	WEB DEVELOPER - INTERNSHIP COMEDIA — REIMS Extranet website and web server administration (Setup, Security)
May 2016	SOFTWARE DEVELOPER - INTERNSHIP ADCI — REIMS Development of a radio-identification module for construction



EDUCATION

Aug 2017 Aug 2019	ENGINE PROGRAMMING AEC ISART DIGITAL — MONTREAL Engine programming course (AEC/ACS)
Sep 2015 Jul 2017	IT TECHNICIAN DEGREE LYCÉE FRANKLIN ROOSEVELT — REIMS Web, software, network, economy, maths (DEC equivalent)
Sep 2013 Jul 2015	SCIENCE DEGREE LYCÉE FRANKLIN ROOSEVELT — REIMS Physics, chemistry, maths, engineering and programming
Jun 2012	ENGLISH DEGREE (KET) COLLEGE LA SOURCE — RILLY English degree delivered by Cambridge University