

Passionate about video games and skateboarding, I became a professional independent gameplay programmer.

## EDUCATION

2015 to 2017:

**Master's Degree Software and Knowledge Engineering**

University of Strasbourg, France

- Worked hard to be **graduated with honors**, took the lead in most of the practical projects.
- Learned management & communication tools & successfully used them in **team works**.

2011 to 2015:

**Computer Science Degree**

University of Strasbourg, France

- Took optional **3D geometry & network courses** to extend my versatility.

## PROGRAMING

C#

C, C++, Java & R

HTML5/CSS3 & SQL/PHP

## DEVELOPMENT

Unity 3D

Image, video & audio editing

Git / GitHub / Asana / Atlassian

Unreal Engine 4

## OTHERS

**Languages:**

- Native French
- Excellent English
- Notions in German, Japanese and Spanish

**Activities:**

- Attended a conference of the father of the Japanese video game T. Nishikado & read his biography.
- Self-taught guitar for 8 years & Skateboard for 13 years.
- Manage a YouTube Channel and Instagram Feed featuring Gaming and Skateboard related videos.

## PROFESSIONAL EXPERIENCES

Nov 2019 – Today: **Independent Game Developer**

*Started my own company in Mobile Game Development.*

- Develop games independently for more freedom of idea, worktime, and workplace.
- Prototype Hyper Casual games with world-class Mobile Game Publishers (**Voodoo**, Homa Games).
- Developed a goal oriented action planning AI algorithm for the Spoon.ai Robot.
- **Learn every day** to be more efficient, productive, and versatile.
- Take the risk of working part-time to invest more time in **skateboarding**, developing a healthy lifestyle to **maximize my potential** and growing a skateboarding Instagram account.

Feb 2019 – Nov 2019: **Gameplay Programmer @ Ubisoft Mobile Games**

*Full-time job in the Ketchapp's new internal development team.*

- Developed ultra-casual mobile games in a fast-paced environment using Unity.
- **Prototyping independently** for 3 days to 3 weeks (with help of an artist).
- Advancing in **soft launch and launch** if it shows enough potential (for 2 to 5 more weeks).
- Had to learn and **implement all stages of a release**: SDK integrations, Ad networks, Analytics.
- Had to work fast while producing **reusable and modifiable** part for later iterations.
- Learned and used new Unity packages, SDK or API every week.
- Discussed and shared knowledge, best practices, and new features with awesome colleagues.
- Had feedbacks from Ketchapp editorial team who launched many hit games.
- Participated actively in weekly **brainstorming idea** and **market analysis** meetings.

Mar 2018 – Feb 2019: **Gameplay Developer @ Celsius Online**

*Full-time job in a team of talented mobile and web game developers*

- Developed new features to Mutants Genetic Gladiator (Facebook and mobile live game with 10M downloads) in autonomy, digging in a huge codebase (500+ files, 2000+ classes).
- Debug and upgrade several parts in different technologies (mostly C++, also ActionScript, C#...).
- Develop support for mobile safe area and iPhone X (update to iOS SDK 11).
- Fixed a critical bug that led to cheats in PVP in Primal Legends (NodeJS server).

Aug 2015 – Aug 2017: **Data Scientist @ Biopromise**

*Apprenticeship in a R&D start-up in Data Analysis.*

- Learned to develop **R scripts** by professional trainings and autonomously.
- **Optimized** existing scripts up to 400% with metaheuristic optimization algorithms.
- Learn to **work remotely efficiently** by using organization and communication tools.

## PERSONAL PROJECTS

2015 – 2018: **Rody Collection, Rody Maker and Rody A Ibiza**

- Release an unofficial sequel for the Atari-ST *Rody & Mastico* games with **Unity & C#**.
- Reproduced the 240p 16 colors limitation and the **typical vocal synthesizer** of the series.
- Added a **fully working story editor** within the game, merged in the original UI system.
- Use it to reproduce all 6 original episodes.
- Wrapped all episodes within a dynamic menu with editing, importing and exporting features for custom stories, and published it on my itch.io page.

2015 – Current: **Game Jams and Game releases**

- Took part in many game-making competitions, learning **Unity & C# scripting**.
- Last one was the 2021 GGJ Online, I made an educational game "The Binding of Euclide", congratulated by the GGJ organization and **Mark DeLoura** on the YouTube Trailer.
- **Worked fast** and stay focused because of the short deadlines (24-48h).
- **Been versatile** and learned new things (game design, level design, 3D modeling).
- **Teamwork efficiently** to optimize the productivity, splitting tasks, defining realistic goals.
- **Release** two arcade games (one week development each) for PC and mobile.