

Experiences

<div>Gameplay, Tools and UI Freelance Programmer</div> <div>Dec 2023 to Mar 2025 (1 yr 3 mos)</div> <div>Paris, France - Remote</div> <div>As the game's sole programmer, created prototypes and tools to streamline integrations for the artists. During production, implemented card fights and all the UI. Was responsible for Steam's pipeline configuration.</div>	<div>Python</div> <div>Ren'Py</div> <div>Shaders</div> <div>Steam</div> <div>Git</div>	<div>P*** and Cards</div> <div>Card and board tactics in an adult-themed visual novel.</div>
<div>Prototype programmer</div> <div>Not public yet - May 2024</div> <div>France - Remote</div> <div>Gameplay iterations. Random generation of textures and events.</div>	<div>Godot</div> <div>Git</div>	<div>Unannounced game</div> <div>Resource management and real-time tactics.</div>
<div>UI Freelance Programmer</div> <div>Nimble Giant Entertainment - Feb 2023 to Jun 2023 (5 mos)</div> <div>Buenos Aires, Argentina - Remote</div> <div>Collaborated with the artists to integrate mid-sized menus. Also worked on the map and its interface, optimizing it to be readable at different zoom levels. Development was done on Paradox's legacy game engine.</div>	<div>C++</div> <div>UX</div> <div>Git</div>	<div>Star Trek: Infinite</div> <div>A 4X based on Stellaris.</div>
<div>Solo Developer</div> <div>Nov 2020 to Aug 2022 (1 yr 10 mos)</div> <div>France / Ireland</div> <div>Created the entire game, including code, art, and writing, using Heaps, Shiro Games' engine, followed by a release on Steam. A deeply personal project.</div>	<div>Haxe</div> <div>Shaders</div> <div>Steam</div> <div>Git</div>	<div>In Your Books</div> <div>Short story with puzzles.</div>
<div>Gameplay and UI Programmer</div> <div>Eko Software - Sep 2017 to Oct 2020 (3 yr 2 mos)</div> <div>Paris, France</div> <div>Worked within a legacy engine with the GDs to develop the quest, loot and craft systems, along with tools and menus. Contributed to porting the game to PS4, PS5, and Xbox. Was in charge of non-latin languages' integration. Set up Jenkins to generate builds for the artists and designers.</div>	<div>C++</div> <div>Multiplayer</div> <div>Jenkins</div> <div>Perforce</div>	<div>Warhammer: Chaosbane</div> <div>Hack & slash with up to 4 players, online or offline.</div>
<div>Tools Programmer</div> <div>Eko Software - Apr 2016 to Sep 2017 (1 yr 6 mos)</div> <div>Paris, France</div> <div>Built a tool to deform skeletons and meshes, enabling the quick integration of 2000+ rugbymen. Produced an optimized system for audience rendering using instancing and shader animations. Created state based AI for accurate team behavior.</div>	<div>C++</div> <div>Shaders</div> <div>Multiplayer</div> <div>Perforce</div>	<div>Rugby 18</div> <div>Sport simulation for solo and local / online play.</div>
<div>Intern Programmer</div> <div>KT Racing - May 2015 to Aug 2015 (4 mos)</div> <div>Paris, France</div> <div>Car destruction and degradation. Tools for sound designers.</div>	<div>C++</div> <div>C#</div>	<div>WRC 5</div> <div>Physics-focused rally game simulation.</div>

Education

<div>Master of Engineering (M.Eng.), Information Technology</div> <div>Efrei Paris - 2011 to 2016</div> <div>Major: Imagery and Virtual Reality, specialty in video game development.</div> <div>Activities: VP of Efrei Sport Climbing (2014); Webmaster (2012-15) and VP (2013) of Asian Efrei.</div>	
<div>Master of Engineering (M.Eng.), Information Technology</div> <div>Université du Québec à Chicoutimi - 2015</div> <div>4-month program focused on AI, programming languages creation and advanced data structures.</div>	