Sebastien Kerbrat
Game Programmer

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Portfolio http://lesphax.github.io/

Education

2011 – September 2016 - Master of Computer Science specialized in Human Computer Interaction
(Toulouse, Paul Sabatier) - (Java, Unity, C, C++, Android, PHP, JavaScript, OCaml)

5th year project: Prototyping the future of video consumption (4 team members, 100h, Unity C#)

➢ Conducted a complete UX design cycle, from research and brainstorming to prototyping and user tests.
➢ Designed and prototyped a new way to search movies and to watch interactive videos.
➢ Created a user interface with parallax scrolling and animated transitions, supporting several types of remote controls.

4th year project: Fly Higher, an educational video-game for young children (4 team members, 100h, Unity C#)

➢ Created two mini-games, the UI, the structure of the game, the saving and translation modules.
➢ Organized and conducted play tests with primary school children.

Experience

Software developer at Piktiv (Since March 2017)
Project: Improving a web application to manage forex traders and partners (Java EE, SQL, Javascript – Aurelia)

➢ Developed and deployed new features on the application client side as well as server side
➢ Installed tools like Gradle, Jenkins and Docker to allow for continuous integration and automatic deployment

UX Design Intern at CityMeo (March 2016 – September 2016)
Project: Analyzing and improving the usability of a web application (HTML, CSS, JavaScript, Python - Django)

➢ Designed, wireframed and participated to the implementation of new functionalities on a web application.
➢ Reported usability problems and bugs on the application and corrected some of them directly.
➢ Conducted interviews with users to get feedback on the application and created user personas.

Software development intern in the IRIT ICS Team (May 2015 – August 2015)
Project: Development of a tablet application platform in an environment of helicopter cockpits (Java, Petri nets/ICO)

➢ Created a Java API to allow several Petri net based applications to communicate in TCP.
➢ Created a small user manual and multiple diagrams to document my application.

Personal projects (Unity, C#)

SlideBall (September 2016 – in progress) – 450h
A multiplayer sports game on WebGL

➢ Implemented a networking architecture based on peer to peer and WebRTC.
➢ Created small tools to helps me program and test faster.
➢ Learned the basics of lighting, shader programming, performance optimisation, creating animations.
➢ Improved the game based on feedback from the players.

Perspective Shift (April 2016 – August 2016) – 100h
A puzzle game shifting between 2 and 3 dimensions

➢ Implemented level management, movement animations, shifting between 2D and 3D, undo with animations.
➢ Created a tool to build, edit and test levels for the game.

Other

Hobbies: Video Games, Fitness, Theatrical improvisation
Languages: French native, English highly proficient, Swedish basic, Spanish basic
Favorite Games: The Talos Principle, Baldur's gate II, Battlerite, Warcraft III, Hearthstone

You can play or see the code of my projects on my portfolio website:
lesphax.github.io/