


# Louis Celeyron

Game-Programmer  
Paris/Guildford

*Looking for a graduate  
position or an internship*

 **Github**  
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Celeyron/Portfolio

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## Studies and Knowledge

### Game Design & Programming

Master's degree  
Rubika Supinfogame  
2015-2020

**Unity Certified  
Associate**  
2019

### Spoken Languages

French  
Native

English  
Intermediate +

## Hobbies

### Videogames

RPG, Platformer, Exploration  
I also love increasing my  
physical game collection!

**Other Games**  
BoardGames, TCG

**Reading**  
Novel, Comics, Mangas

**Community Life**  
President and Secretary of the  
Supinfogame Student's Union

**Others**  
Montage, Writing, Illustration,  
Zoologie, Myths, Cooking

*I'm a Graduate Game Programmer  
I'm curious and I like to learn new process*

# Skills

## Languages

- C++
- C#
- Blueprint
- Python

## Social

- I know how to **search** solutions
- I like a **clean** code architectures
- I'm used to **work with artists and designers** as well as programmers

## Softwares

- Unreal Engine 4
- Unity (Certified Associate)
- Github/SVN
- Other Engines (GMStudio, Construct, RPGMaker, Fusion2.5)

## Main Activities

- Tool Design
- Gameplay Programming
- System Programming
- Game Design

# Projects

## Les Chroniques de Volarela

Point&Click - PC - 2020  
CrossQuest Studio - France - Freelance - Team of 7

### Unity C# - Tool Designer, Manager

- Creation of a dialogue tool for Unity, adapted to the project's requirements
- I had an intern in charge and I taught him the bases of tool design in Unity
- I created a lot of extension methods and tools to smooth the workflow

## Tough Kookie

Beat Them'up - PC - 2019/2020  
Rubika 5th year - School Project - Team of 8

### UE4 C++ - Head Programmer, Tool Designer

- I communicated with everyone on the team and established tools or new BP nodes to accelerate the workflow.
- I researched how UE did its features and modifies some of them to have an engine that fits to our project
- I was in charge of the hierarchy of the project and managed the other group member to make sure everyone respects it
- I coded features of the project, like the Level Editor feature, or the object interaction.

## Detox/The Wanderer

Platformer/Narrative - PC - 2019  
La Belle Games - France - Internship - Team of 10

### Unity C# - Tool Designer

- Creation of an executable Level Editor outside of the engine
- Creation of tool to ease the integration and debugging