

Louis Celeyron

Game/Tool-Programmer
Paris/Guildford

*Looking for a graduate
position or an internship*



Github

github.com/LouisViktor
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,
Zoology, 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 - June 2020 : Sept 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 - June 2019 : Oct 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