

COURBIER

RAPHAEL

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JUNIOR GAMEPLAY DEVELOPER OF VIDEO GAMES (LOOKING FOR INTERNSHIP)

SCHOOLING

2020 Master's Degree GAMAGORA - En cours

Faculté Lumières Lyon 2, Lyon

2019 Master's Degree IMAGINA (Images, Games & AI) - 13.065

Faculté des Sciences, Montpellier

2018 Bachelor's Degree in Video Games - 3.77/4.3

Université du Québec à Chicoutimi, Saguenay, Canada

2018 Bachelor's Degree in Computer Science - 14/20

Faculté des sciences, Montpellier

2018 DUETI - 10/20

IUT Montpellier-Sète, Montpellier

2017 DUT in Computer Science & IT - 13.825/20

IUT Montpellier-Sète, Montpellier

2015 Baccalauréat série Scientifique - Mention Assez Bien

Lycée Louis Feuillade, Lunel

GAME EXPERIENCE

JANUARY - MAY 2020 Projet Aaron

Creating a game with a team of 20 person : Programmers, Artists, Game & Level Designers and Sound Designers.
@projetaaron on Instagram

WINTER 2019 Flow

Creating a simple runner game with a friend. Made with Unity.
Lot of work on the player controller and particle system.

SUMMER 2019 Experiments Unity 2019.1

Self learning using mini-project under Unity. Learning new features or WIP features on Unity to keep on with the industry

JANUARY - MAY 2018 Juliette sort de sa chambre (PINFLG)

Developing a university video game in 3D, a solo Action/Platform on Unity. This project was made in a 8 person team with only programmers.

SEPTEMBER 2017 - TODAY Multi Twitch Extension

Developing a chrome extension to allow users to follow their streamers on twitch. Made in Javascript using Twitch API.

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OTHER EXPÉRIENCES

MARCH 2018 Fenêtre XD (UQAC Game Jam)

Game Jam organized by the UQAC. Game made under Unity in less than 48 hours.

JANUARY 2017 - *Game code Jam*

Game Jam of 28 hours on a given theme. Made a runner game with Phaser.io (Javascript Engine)

JANUARY - MAY 2019 TER (Lirimm Montpellier)

TER with M.Suro Francois. Using his thesis to create neural network using genetic algorithms.

1ST SEMESTRE 2018 Android Application «you are the hero»

In the Android development classes, I made a app using the principe of «you are the hero» book.

MARCH - JUNE 2017 Internship at Urvat Immobilier

Durint my DUT, I made a 3 month internship at Urvat to enhances the decision-making portal of the company

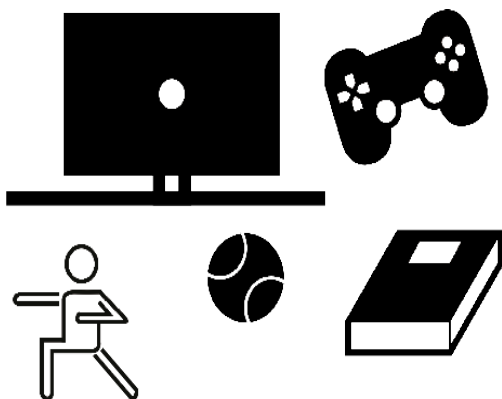
DECEMBER 2016 - *Project managing flow*

As a group project, we made a Java software to persent data from a flow sensor in our IUT with charts like a dashboard.

LANGUAGES

English +++++
Spanish +++

HOBBIES



PROGRAMMING SKILLS

+++++ **Engine Programming**
Unity & Unreal Engine

+++++ **Programming Language**
Java, Python, C, C#, C++

+++++ **Android Developpment**
Android Studio, Java

+++++ **Artificial Intelligence for Video Games**
State-Machine, Goals Thinks, Neural network

+++++ **Computer Graphics et 3D Animation**
OpenGL, WebGL, TypeScript, Javascript

+++ **Other Knowledge**
Github, Blender