COURBIER
RAPHAEL

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GAMEPLAY / TOOLS PROGRAMMER

EXPERIENCES

JUNE 2020 - CURRENT Magic Design Studios
Gameplay and tools development for an unannounced project won Unity

JANUARY - MAY 2020 Project Aaron
Action/adventure university game in 3D on Unreal, final year project

SUMMER 2019 Expérience Unity 2019.1
Development of small projects on Unity, testing new features

JANUARY - MAY 2018 Juliette sort de sa chambre (PINFLG)
Development of an university game in 3D, a solo adventure RPG on Unity

SOMETIMES Multiple gamejam
GameJam IUT, UQAC et Global game jam

SCHOOLING

2020 Master GAMAGORA
Université Lumières Lyon II, Lyon (campus Bron)
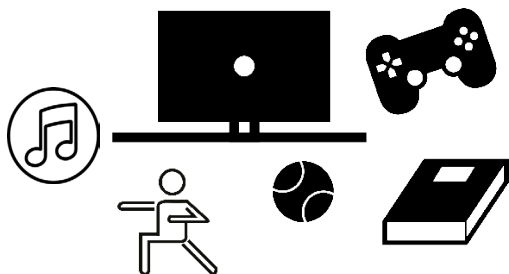
2018 Bachelor's Degree in video games
Université du Quebéc à Chicoutimi, Saguenay, Canada

2017 DUT in Computer sciences
IUT Montpellier-Sète, Montpellier

LANGUAGES

Anglais +++++
Espagnol +++

HOBBIES

SKILLS

+++++ **Game Engine**
Unity & Unreal Engine

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

++++ **Android development**
Android Studio, Java

++++ **Artificial intelligence for video game**
C++, State-Machine, Goals Thinks

+++ **Computer graphics and 3D animation**
OpenGl, WebGl, TypeScript, Javascript

+++ **Others knowledges**
Github, Plastic, Blender, SQL