Marina SECORD
Gameplay programmer

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Compétences

Game Engines

Unity | Unreal | Godot | Pico-8

Programming Languages

C++ | Blueprint | C#
Python | Lua | C

Project Managment

Versioning (Perforce, Git)
Notion | Jira | Confluence | Teams

Softwares

Visual Studio | Rider | VSCode

Soft Skills

• Autonomous
• Initiative
• Good communication
• Creative

Languages

• French - Mother tongue
• English - C1 (Fluent / bilingual)
• German - B1 (Mid-level)
• Dutch - Currently learning

Hobbies

• Drawing - Singe the age of 13
• Video Games - Action,
Platformer, Rogue-likes, Strategy
• Hiking and taking pictures

Work Experience

Developer at Ikigai - Games for Citizen

Unity (C#)   April - August 2025

• **Gameplay programming, UI** and **shaders**
• Research and design on the company's modules.
• Making and integration of a **mixing audio tool**
• **Close work collaboration** with the team, **peer programming**

Prototype Developper at MNHN - CESCO

Unity (C#)   July - August 2024

• Making of a complete **card game** prototype
• **UI programming** as well as research and tests on UX/UR
• Creation of a tool allowing to easily make cards

Projects

They Make Sounds - CNAM-ENJMIN

Unreal (Blueprint/C++)   October 2024 / February 2025

• Third person 3D exploration with **physical movements**
• **Zipline** and **vertical rope** dynamic systems (pre-visualization based on ressources)
• **UI** and **accessibility options** : remapping, sound vizualisation

Earwyrm - CNAM-ENJMIN

Unity (C#)   March - June 2024

• **Co-op rythm game** with **actions synchronized on the beat** using Wwise
• **Local multiplayer** up to 4 players with individual acessibility settings
• **Character controller** and **IA** able to use complex actions in a **top-down arena** game

Shattered Hourglass - Personal project

Pico-8 (lua)   160 hours across several months

• **Dungeon crawler** with **procedurally generated** dungeons, enemies, traps and objects
• **RPG** type character with varied spells and items
• **Enemy AI** : 3 types per dungeon with **unique behaviors**

Formation

• **Master JMIN - Game programming (2023-2025)**
CNAM-ENJMIN, 16000 Angoulême

• **University degree in computer science (2020-2023)**
Université Paris-Cité, 75006 Paris