FLORENT VAIN

GAME TOOL PROGRAMMER

📁 SELECTED PROJECTS

2020 ● **Canopy**
4 months vertical slice
· Main work as a graphic programmer and technical conselor
· Heavy use of Unity HDRP features and Unity Package Manager for tools

2019 ● **Shanshui**
3 months project
· VR game about relaxing and fishing in a strong traditionnal chinese art style
· Worked on the technical aspect of the art direction and implemented solutions for water rendering in a VR game

2019 ● **Persica**
3 months project
· Mobile experience made on Unity

dec 2018 ● **Belly**
1 month project
· Worked as a tool programmer and gameplay programmer
· Made a node-based tool for level designers in Unity
· Made the back and front end of the ranking system

🎓 EDUCATION

2018 | 2020 ● **Master's degree in games and interacive digital media**
CNAM-ENJMIN   📍 Angoulême, France

· Introduction to all aspects involved in game conception and production
· Programming courses focused on game development specific problematics

2017 | 2018 ● **Bachelor in Computer Science**
University of Bordeaux   📍 Bordeaux, France

· General purpose programming courses focused on theoretical content

2015 | 2017 ● **Technical degree in Computer Science**
IUT de Bordeaux   📍 Bordeaux, France

· System administration (Linux), Software achitecture and development (UML/C++/Java/C#), Web development (Frontend/Backend)

💼 EXPERIENCES

Feb 2017 | Jan 2020 ● **Hypermarket Versatile Worker**
Auchan La Couronne   📍 La Couronne, France
· Goods shelving, inventories, use of pallet truck, early shifts (3am, sometime midnight)
· Worked alongside my scholarships during holidays and weekend

Dec 2017 | Sep 2018 ● Auchan Bouliac   📍 Bouliac, France
· Goods shelving, inventories, use of pallet truck, early shifts (3am, sometime midnight)
· Worked alongside my scholarships during holidays and weekend

Apr 2017 | Jun 2017 ● **Intern Developer in a Research Lab**
LaBRI   📍 Bordeaux, France
· Designed and developed a front end application from top to bottom with state of the art technologies while discovering computer graphic's programmation (OpenGL/WebGL2/GLSL)
· Working under technical constraints (realtime and web based application) and alongside backend engineers

CONTACT INFO

✉ florent.vain@makorj.fr
📞 +33.6.17.98.34.58
🌐 makorj.fr

in linkedin.com/in/fvain
○ github.com/makorj
⚙ makorj.itch.io

SKILLS

```
C++ (11/14)
C#
Java
Python

OpenGL/GLSL
Vulkan

Unity (HDRP/URP/SRP, DOTS)
WWise<->Unity integration

Git - Submodules
Linux Bash
TDD - Pair programming
Continious Integration
```

LANGUAGES

```
French (native)
English
```