Marc Vassallucci

Game programmer with art and
networking knowledge

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WORK EXPERIENCE

V11 Studio Game, Mauritius — *Gameplay programmer*

2017 - NOW

- Gameplay and UI programming on a shipped mobile game (Kitty Journey).
- Doing network code for a real-time online fighting game on mobile.
- Researching adaptive AI and machine learning.
- Often meeting with the art and design teams to find technical solutions to their needs.
- Using source control tools (git, perforce) and project tracking softwares (jira).
- Working with an english speaking team (colleagues from India, Romania and Canada).

Bouftang, Reunion Island — *Gameplay programmer internship*

2016 - 2017

- Making two VR mini-games and displaying them at a Zoo

EDUCATION

2016-2017 **Master's degree of Computer Science** (first year), University of Reunion Island

2013-2016 **Bachelor degree of Computer Science,** University of Reunion Island

2012-2013 **LISAA** (applied arts), Paris

2010-2012 **Axe Sud** (graphic design), Marseille

2007-2010 **Baccalauréat Sciences de l'Ingénieur,** Lycée Bel-Air, Sainte-Suzanne

EVENTS

I took part to 9 game jams over the last few years and achieved a good ranking in some of them :

- Ranked 3rd at **Startup Weekend** (Reunion Island, 2017) with an online shared canvas.
- Won Coup de Coeur Award at **Volcano Game Jam** (Reunion Island, 2017) with a platformer.
- Ranked 2nd at **Hackathon NXSE** (Reunion Island, 2017) with a serious game.

PORTFOLIO AND PROJECTS

https://marcvassallucci.github.io/about/