








# Game Programmer

Marius Pointeau

 [pointeumarius@gmail.com](mailto:pointeumarius@gmail.com)  0645425649  75012 Paris

 Portfolio  GitHub

## SKILLS

**Game development in C/C++/C#/Python** — Unity / Unreal / Raylib | AI Algorithms : Pathfinding | 3C : Camera, Character, Controller

**Engine tools management** — Unreal Engine 5+ | Blueprint | Animation | AI | PCG | Tool Programming | Unity | UI/UX | Animation | Shader | AI

**Engine development in C++/C#** — UI/UX: ImGui | APIs: OpenGL / Vulkan | Shader | Instancing | Multithreading | Rendering & Physics: PBR, Reflections

**Project Management** — Git/Fork (Versioning) | Agile | Documentation | Team Communication

## EDUCATION

**Isart Digital**   
*Master's in Game Programming*

2023 – 2028 | Paris, France

Courses:

- C/C++/C#
- Game Engine Development
- Game Development
- Artificial Intelligence

**BAFA (Youth Worker Certification)**

2023 – 2024 | France

**Saint Aspais High School** 

*French Baccalauréat*

2020 – 2023 | Fontainebleau, France

Focus:

- Mathematics
- Computer Science
- Advanced Math Option

## WORK EXPERIENCE

**Animator - Leisure Center**

08/2024 | Ile de France, France

- Supervised groups of up to 30 children aged 9-17
- Time management & responsibilities

## PROJECTS

**Iris Engine - Custom Game Engine**

*Vulkan - C++*

02/2025 – 05/2025

- Designed editor UI/UX
- Implemented a custom input handler for player/editor controls
- Acted as Scrum Manager

**I Need Healing - TPS Game**

*Console/PC - Unreal Engine 5.4 - C++*

11/2024 – 12/2024

- Worked with the Nintendo Switch Development Kit
- Implemented resource management for large-scale AI
- Optimized AI pathfinding and performance
- Level Design

**Until Your Last Breath - 2.5D Game**

*PC - Unity - C#*

03/2024 – 04/2024

- Implemented AI movement using A\* algorithm
- Created a singleton-based AudioManager
- Designed object animations in Unity

## LANGUAGES

**English** (Fluent) | **French** (Native)

## INTERESTS

**Video Games** — FPS / TPS | Platformer | MOBA | MMORPG | RPG • **Music** — Guitare | Music Theory • **Sports** — Handball | Weight Training • **Artificial Intelligence (AI)** — Game AI, Pathfinding, Machine Learning basics