JULIEN FALCIONI
GAMEPLAY DEVELOPER

Experienced video game programmer specialized in C++ on Unreal Engine, with 5 years of industry experience. At Virtual Room, I contributed to VR projects by creating immersive gameplay and developing production tools. With strong expertise in gameplay programming, I also worked on technical tasks such as data transmission for game operations and the implementation of internal tools. Passionate about video games since adolescence, I started programming in C at the age of 15 before specializing in C++ to pursue a career in the video game industry.

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📍 Nogent-sur-Marne, France

🌐 metalbob.github.io

TECHNOLOGIES

C++ C# PHP Python

UE Unity

Jenkins Perforce Swarm Git

LANGUAGES

Native Fluent Basics

INTERESTS

Video games Buhurt

Tabletop RPGs Pangolins

Guitar & CAM

WORK EXPERIENCE

2022-2024 ○ **Lead Developer**
Virtual Room - Paris
- Multiplayer virtual reality game development on UE4/C++ and Unity/C#
- Tools setup for game development: Jenkins, Swarm
- Perforce server migration from Linux server to a Windows computer
- 5-developer team management

Main projects: *Asterix : Mission Potion !, Arrow Dash*

2019-2022 ○ **UE4/C++ Developer**
Virtual Room - Paris
- Multiplayer virtual reality game development on UE4/C++
- Data sending to a remote server for statistics purpose

Main projects: *Are We Dead, Press Start*

2018-2019 ○ **C++ Developer**
Protectic - Bièvres, contract for Thales - Massy
- Creation of a new alert in a sky surveillance software in C++
- Sky surveillance software modules update to newer technologies by using python scripts.

Main project: *Skyview*

2015-2017 ○ **Unity/C# Development Internship**
Manzalab - Paris
- Serious games development on Unity with C#
- Collaboration with a laboratory with an international team
- Debugging of games made with Javascript
- Research and development on voice command

Main projects: *helicopter pseudo-simulator, Writing learning game*

EDUCATION & QUALIFICATIONS

2013-2017 ○ **Game Programming Diploma**
ISART Digital - Paris

Game Engine for Windows and Linux: Rendering done with OpenGL and DirectX11. Integration of the "Bullet" physics engine and scripting languages Squirrel et Lua. Graphic interface done with Qt.

Attegia Druid's Hut : End of studies project. Virtual reality game where the player can change their size to find ingrdients to craft potions. Made with C++ on Unreal Engine 4 for HTC Vive. Sound integration with Wwise.

2011-2013 ○ **2-year technical degree in computer science**
IUT Nancy-Charlemagne - Nancy

Main courses : Java, C, SQL, Economy, Project management

Directed project : Worms-like game with tanks. The game goal is to shoot at the other player once by choosing the shot angle and the fire power. Game for web browser created in HTML5, CSS3 and Javascript.

2011 ○ **French Baccalauréat in engineer Sciences**
Lycée Alfred Mézières - Longwy

Directed Multidisciplinary Project : An airship powered by a solar panel to do meteorologic measurement. Programmation of a PIC microchip with BASIC.