



## Melvin MICHENAUD

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[Portfolio](#)

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[LinkedIn](#)

Mobility: Ile-de-France, Paris

23 years old

Driver's license

## SOFT SKILLS

Curious

Attentive

Detail-oriented

Team worker

## EDUCATION

Master's degree - Major: Game programming at [IIM Paris](#) (Digital school) (2024 - 2026)

Bachelor's degree in game design at [ESMA Rennes](#) (Art school) (2020 - 2023)

High school degree, Major: Science at La Croix Rouge La Salle (2017 - 2020)

## LANGUAGES

French native speaker

Working knowledge of English

Conversational Spanish

## HOBBIES

Science fiction universes

Reading comics

Playing video games

6 years of tennis in competition

# Student in Game Programming

Schedule - Morning at school/Afternoon at company  
12 months from September 2025

Passionate about programming, I want to acquire new technical skills and progress in this field.

## Hard skills

Mastery of Unity and Unreal Engine

Mastery of Unity C# and Unreal C++

Mastery of Git (Github and Sourcetree)

Mastery of Excel, Word, Photoshop softwares and 3ds Max knowledge

Knowledge of python and JavaScript languages

## Projects

[EnThaur - Lost in Slumber](#) (Team of 13 persons). A 1<sup>st</sup> person adventure-platform game set in the body of a giant. The project is currently in developement, started in January 2025, on Unreal Engine 5 as a gameplay and AI programmer.

[Glitch](#) (Team of 6 persons), a 3<sup>rd</sup> person tower defense - stealth game on PC in a virtual universe. Project developed during the school year 2022 - 2023 with the Unreal Engine 4 as a 3C and IA programmer.

[Claws](#) (Team of 5 persons, April - June 2022), a 1<sup>st</sup> person survival horror game on PC where a creature with overdeveloped hearing track down the player. Unreal Engine 4 project, as a 3C and IA programmer.