**MICHENAUD Melvin**

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[Portfolio]
+33 7 83 64 26 68
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Mobility: Ile-de-France, Paris
22 years old
Driver's license

## SOFT SKILLS

**Curious**
**Attentive**
**Rigorous**
**Likes teamwork**

## EDUCATION

**IIM (Paris) 2024 - 2026: Master Game Programming**

**ESMA (ETPA) (Rennes) 2020 - 2023: Graduated as a video game developper**

**Lycée La Croix Rouge La Salle (Brest) 2017 - 2020: Baccalauréat SSI**

## LANGUAGES

**French Native**
**English B2**
**Spanish A2**

## HOBBIES

**Science fiction universes**
**Comics**
**Action adventure video games**
**6 years of tennis**

# Student in Game Programming

*Schedule - Morning at school/Afternoon at company*
*24 months from septembre 2024*

*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

A top-down shooter with Twitch embedding. (Project with Unreal Engine 5 in progress)

Glitch (team of 6 persons), a 3rd person tower defense - stealth game on PC. Project developped 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 1st person survival horror game on PC. Unreal Engine 4 project, as a 3C and IA programmer.

TransHarmony (team of 8 persons), a management game executed in partnership with the French festival of the Trans Musicales. Project completed in 2 weeks with Unity as a UI programmer.