Hugo Roche

TECHNICAL GAME DESIGNER

"MAGIC ARISES FROM THE HARMONY BETWEEN CODE, ART AND CREATIVITY."

CONTACT

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🌐 Porfolio.com

🏪 Itchio.com

SKILLS

Softs

Programming languages

LANGUAGES

- French (Native) 🇫🇷
- English (B1) 🇬🇧

HOBBIES

- Climbing
- Piano
- Video Game

EDUCATION

Esma - Game

License in Game Design | 2021 - Currently

NIRVANA 🔗 - FPS Bullet Hell - UE5

- Team Project - *Gameplay Programmer / Technical GD / Tools Programmer /VFX*

- Code optimization
- Creating a good first person feeling
- Adapting to the evolutions encountered in project and team management

UNCHAINED 🔗 - First Person Horror - UE5

- Team Project - *Gameplay Programmer / Technical GD*

- Advanced use of gameplay physics in Unreal
- Group work organization

YLMO 🔗 - 2D Platformer - Web

- Individual Project -

- Learning a complete creation pipeline for a video game.

OTHER PROJECTS

Block Run 🔗 - Casual Game - Unity

- Personal Project -

- Reflection on the mobile user experience
- Working on the "juice" for easy fun.

EthyloRun 🔗 - Party Game - UE5

- Jam Project - *Gameplay Programmer / Technical GD*

- Thinking quickly about simple and effective gameplay loops.

See More On My Website 🔗

WORK EXPERIENCE

Campsite Cleaner

Grau-Du-Roi . France | Summer 2023 & 2022

- Work effectively in a group.
- Establishing an efficient organization.