Yann laleuf
Gameplay Programmer

Contact

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Portfolio
https://yann-laleuf.notion.site/Portfolio

Education

2016-2020
Engineering
Télécom SudParis
Development, Mathematics and Physics

2014-2016
Preparatory class
Lycée Marcelin Berthelot
Math, Physics and Chemistry

Skills

- Unity / C#
- Unreal / C++
- UI integration
- Source Control (GIT / Plastic)
- Game Design
- Project Management

Language

French - Native

English - Fluent (TOEIC 990)

Japanese - Beginner

After 4 in a small inde game studio where I worked on various projects to validate and expend my skills in game development and game design, I am now looking for new opportunities. I wish to expend my horizon in all facets of game creation.

Experiences

August 2019 - June 2023
Ninpo Game Studio | Bondy

Unity Developer Full Stack

Before The Last Hour :
Roguelike with a focus on exploration and deck building. Out on Steam.
- Implemented the game UI
- Worked on inventory, quest and exploration systems
- Assisted in Game Design
- Bug fix and optimisation

VRTUOZ :
Metaverse plateform in VR based on the Photon Technology
- Integration of the Avatars with OVR Toolkit
- Cross-platform support (PC, Quest, Rift)
- Voice connection using Photon
- Sound spatialization using Wwise in Unity

République - Cinétévé :
Multimedia app that tells a story through 3 parallel videos
- Bug fix of the app before release on IOS/Android
- UI integration
- Creation of the app's download system

2D exploration game prototype :
Vertical slice of the game before presentation to editors
- Took part in the game design and UX design
- Integrated UI
- Gamepad and keyboard controls using Unity Input System
- Used The Unity Tilemap to create a 2D breakable terrain

February - May 2019
Tiaren | Väckelsång, Sweden

Independent Gameplay Developer

3 month stay at a co-living for international game developers. The objective of the stay was to keep working my end of school project while meeting with independant creators from around the world. The game was a turn-based strategy multiplayer game with modifiable terrain made on Unity.

Projects

Unreal Engine Training
Following multiple courses on Udemy teaching C++ Development on Unreal Engine 5
- Creation of a simple open-world RPG
- Animation integration from Mixamo and AI behaviours
- Exploration of the Gameplay Ability System to create an RPG

Gamejams
Took part in multiple gamejams with friends
- Fast prototyping and short development cycles
- Game design
- Task efficiency and priorization
- Lots of fun