

LE FORESTIER QUENTIN

Gameplay Programmer

COORDINATES

- Créteil, Val De Marne, 94000
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- in Quentin Le Forestier

SOFT SKILLS

- Teamwork
- Adaptability
- Logical mindset
- Curiosity

TRAINING

- 2022-2025 Bachelor's Development informatic, option Video Game.
- 2022 Bac technologique STI2D à François Mansart
 Option ITEC

HOBBIES

- Video Games : Selfimprovement (Valorant, Rainbow Six Siege)
- Sport : Gym for 4 years
- Music : Music Analysis
- GameJams : Creative

HARD SKILLS

- Programming languages : C#, C++, BluePrint
- Engines: Unity, Unreal Engine
- **Tool**: GitHub
- Shader : Shader Graph Unity

PROFESSIONAL EXPERIENCE

Software Developer Carbone - Internship

MAY 2024 - SEPTEMBER 2024

- SDK Verification and Correction
- Quick adaptability for learning languages (Java, Rust, JavaScript / TypeScript)
- Marketing (Creation of videos in English and French, benchmark)

Front-end Developer (Louis Vuitton Project) Valtech-Internship

MAY 2023 - SEPTEMBER 2023

- Integration into an agile team
- Creation of experience mockups (Interactive Model)
- Bug fixing

PROJECTS

GameJam TapNation

NOVEMBER 2024

Theme : Children's gamesConstraint : Mobile game

Language : C#Engine : Unity

Unity Game

MARCH 2024

• Theme : Football

• Constraint : Split screen

Language : C#Engine : Unity