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** : Self-improvement (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, Visual Studio , Rider
- **Gameplay Systems:** Inventory, Character Controllers, Gameplay Feedback, Dynamic Event Systems.

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 games
- **Constraint** : Mobile game
- **Language** : C#
- **Engine** : Unity

Unity Game

MARCH 2024

- **Theme** : Football
- **Constraint** : Split screen
- **Language** : C#
- **Engine** : Unity