



# LE FORESTIER QUENTIN

Gameplay Programmer

## COORDINATES



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Quentin Le Forestier

## SOFT SKILLS

- Teamwork
- Adaptability
- Logical mindset
- Curiosity

## TRAININGS

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

## HOBBY

- **Video game** : 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
- **Shader** : Shader Graph Unity

## PROFESSIONAL EXPERIENCES

### Software Developer Carbone - Internship

MAY 2024 - SPETEMBER 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 (mission Louis Vuitton) Valtech-Internship

MAY 2023 - SPETEMBER 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

MARS 2024

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