

Nicolas Capelier

+33 6 52 33 23 85

capelier.nicolas@gmail.com

<https://n-capelier.github.io/gpp>

<https://www.linkedin.com/in/nicolas-capelier>

Game Developer

Valenciennes (59300) - France

Driving license and vehicle

Willing to relocate

ABOUT ME

Passionate Game Programmer. I like to build engaging gameplay through creative problem-solving and to develop efficiency-boosting tools using UnityEngine.

SKILLS

Game Development

- Unity Engine (2D & 3D) and C#
- Networking (Fish-Networking, Mirror)
- Technical pipeline (development, integration, balancing)
- Tool design and development
- Versioning (Git, Plastic SCM)
- Documentation (Notion, Mermaid diagrams, Google Suite)
- Management (Notion, Trello, Jira)

Languages

- French (native)
- English (fluent)

Interests

- eSports
- Online multiplayer games
- Role-playing games
- Modern science

PROFESSIONAL EXPERIENCE & EDUCATION

Freelance, Gameplay Programmer and Technical game design consultant

December 2022 - March 2023

- 2D and 3D game development for PC and mobile games on UnityEngine
- Technical documentation and CI/CD pipelines
- Tool development

March 2024 - Today

Reign of Dwarf, Online gameplay programmer, Internship at AnkleBreaker Studio

June 2023 - October 2023

- Development of a 3D multiplayer survival game for PC on UnityEngine
- Development of online features

Team of 11 game developers

Seance, Technical game designer & Lead programmer, Master degree project

October 2022 - June 2023

Valenciennes, France

- Development of a 3D multiplayer game for PC on UnityEngine
- Programming pipeline and project architecture
- Development of online features

Team of 9 students

Fiverr gigs, Unity and C# teacher and game prototyping

July 2021 - December 2022

- Lessons based on constant communication with the student to focus on their needs.
- 2D and 3D game prototypes on UnityEngine

Personal project

Fall Garden, Lead programmer, School internship

July 2021 - August 2021

Valenciennes, France

- Development of a 3D mobile game for Android on UnityEngine
- Programming pipeline and project architecture
- Features and systems development
- Supervision of 4 game designers on the programming of the content.

Team of 8 students

Set&Match Compagnon, Backend programmer, Internship at @HomeStudio

July 2020 - August 2020

- Development of a 2D mobile application for Android and IOS on UnityEngine
- Project architecture, Networking, geolocation and advertising

Team of 2 game developers

Game Design and Management master degree, RUBIKA Supinfogame

2018 - 2023

Valenciennes, France

- Game Design, Management, UX, Prototyping

Education