

# Nicolas Capelier

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## Gameplay Programmer and Technical Game Designer

Valenciennes (59300) - France

Driving license and vehicle

Willing to relocate

### ABOUT ME

Passionate about **online games**, **programming** and **game design**, I want to use my skills and move towards **technical game design**. My collaborators describe me as an **experienced Unity Engine user** and a **versatile person** willing to **help others**.

### SKILLS

#### Game Development

- Unity Engine (2D & 3D) and C#
- Networking (Fish-Networking, Mirror)
- Technical pipeline (development, balancing, integration)
- Game Design (system design, balancing)
- Tool design and development
- Versionning (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

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

June 2023 - October 2023

Team of 11 game developers

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

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

October 2022 - June 2023

Valenciennes, France

Team of 9 students

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

#### Freelance, Technical game design consultant

December 2022 - March 2023

- Consulting for Novaa Inc.

Personnal project

#### 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
- Game design feedback

Personnal project

#### Fall Garden, Lead programmer, School internship

July 2021 - August 2021

Valenciennes, France

Team of 8 students

- 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.

#### 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

Education

- Game Design, Management, UX, Prototyping