

Florent SOR

Apprentice Gameplay Programmer

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📄 Driving licence (B)

Education

Bachelor Game & Creative Coding / E-artsup Lyon, France

From September 2020 to July 2023

Computer Science DUT / IUT Claude Bernard Lyon 1 Bourg-en-Bresse, France

From September 2018 to July 2020

Graduate

Bachelor's degree S / Lycée Gay Lussac Limoges, France

July 2016

Specialty Mathematics

Work experience

Game Jam / TapNation Lyon, France

From January 2021 to February 2021

Creation of a **hyper casual game** with a **team of 1 to 4 people**. Mandatory use of **Unity** by integrating the **GameAnalytics** and **Facebook SDKs**.

Writing of a **game concept** and realization of a **prototype** then of the **final game**.

Duration : 1 month

Game created : Save The Run

<https://play.google.com/store/apps/details?id=com.ERKULE.SaveTheRun>

Study Projects

- **Workshop Unity** :

Creation of a **narrative 2D game with choices** on **Unity**. Use of **Ink** for the dialogues with choices.

Duration : 1 week

- **Slaught Master** :

Creation of a **2D game** on **Unity** with a team of **4 people**. **Writing** of a **game concept** and a **game design overview** and realization of a **prototype** based of a system of combos of different attacks according to the inputs transmitted.

Duration : 2 months

[Link portfolio](#)

Personal Projects

- **Luna** :

Creation of a **musical theater piece** with a guitarist, a bassoon, a piano and two violas in the "**Conservatoire de Limoges**" in order to get the "**DEM**" of viola (**Diplôme d'Éducation Musicale** : Literally : **Musical Education Diploma**).

Duration : 4 months

Skills

Autonomy



Organisation



Creativity



Teamwork



Computer skills

Unity



Bolt



C#



Languages

French



Native language

English



Technical, level B1-B2

Interests

Video games Strategy games and RPG (Final Fantasy, Fire Emblem, Might and Magic, Kingdom Hearts)

Music 12 years of viola practice, 8 years of music theory

in @florent-sor