



NICOLAS GRAVERET

Looking for an opportunity in video games development

neylick.net

SKILLSET

Programming languages

C++	(5 years)
C	(5 years)
C#	(3 years)
Java/Processing	(3 years)
Python	(3 years)
JavaScript	(1 year)
OCaml	(1 year)
MIPS	(1 year)

Development environment (IDEs)



Softwares



Game Engines/Graphic Libraries



CONTACT

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8 Square Francis Carco -
78190 Trappes

EDUCATION

2022 - 2023 | Human-Computer Interaction (HCI)

International Masters 1 Université Paris Saclay
VR/AR/XR, Web. Human-Computer interactions fundamentals.
Evaluation & Design of interactive systems. UX & UI.

2019 - 2022 | Double Bachelor's Degree in Computer Science and Mathematics

Université Paris Saclay
Computer Science:

CGI. Functional, imperative, and concurrent programming.
Algorithmics. AI. Statistical Learning. Theoretical Computer Science. Networking. Databases. Optimization. Software Engineering. Computer science-oriented logic. Compilation. Operating systems. Graphs and logic.

Mathematics:

Calculus, Linear algebra, Analysis, Numerical analysis, Statistics, Probabilities, Computer assisted proofs.

Others:

Ecology, English, Professional project.

2019 | TOEIC: 890/990 Université Versailles-Saint-Quentin-en-Yvelines

2019 | High School Diploma with high honors Lycée des sept mares, Maurepas

EXPERIENCES

2019 - Ongoing | Projects

Personal: (see neylick.net for footage/details)

- "SCP-G" (**Unreal**, Platforming "Rage" game)
- "RogueCoon" (C++, **OpenGL**, Rogue-like prototype)
- Asteroids Remake (C++, **DirectX11**)
- **Texturing** experiments (Processing)

Courses:

- **XR** Minigames (Fruit Ninja/Cooking Mama likes)
- "Slither.io" reproduction (**Java**/Processing/**CGI**)
- "Dwarf vs Goblins" (Java, Mini-game, **Multi-threaded**)
- Tabletop Games (C++, Java, **AI**)
- Interactive map (**NodeJS** website)

2022 | Internship LISN – Team VENISE – 2 months
"Absence in **Collaborative Extended Reality**"

C# Unity – 3D/6DoF Replay – 3 users & audio communication

2020 | Quality Advisor

 Terror Dog Studio

- Bug hunting, playtests & limit-tests.
- Development assistance (Research/Idea pitch...)
- French/English translation

LANGUAGES

Français: fluent

English: fluent

Japanese: notions

German: notions

POINT OF INTERESTS/HOBBIES

Real-time rendering, Modelling,
Shader art, Pixel art,
Composition/Music Theory

Video games, Music,
Cinema, TV Series,
Manga/Anime