SWANN CARLE
Programmer

CONTACT

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EDUCATION

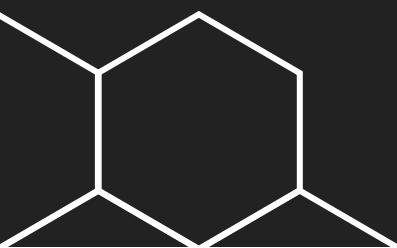**Creajeux**
Level 6 RNCP Title
2022-2026

Lycée La Salle
Bac STI2D
2020-2022

SKILLS

- Unity / Unreal Engine
- C++ / C# / C
- Git / SVN
- Curious
- Rigorous
- Autonomous

LANGUAGE

- French
- English

ABOUT ME

Fourth year student at Creajeux, a gamedev school where through the years I've learn multiple programming language and how to use different engine, frameworks and tools.
I'm curently looking for an internship followed up by a full time position

EXPERIENCE

Time Capsule - Unity   2025

Third year project made in C# with Unity (3 month of production)
Time Capsule is a 3D puzzle game where you swap between timeline to resolve the puzzle. On the project i did the following :
- Gameplay mechanics
- Creating custom shaders and shadergraphs
- Managing multiple lightmap for the same scene and swapping them at runtime
- UI

Creallies - Unity   2024

Third year project made in C# with Unity (10 days of production)
Creallies is a 2D mobile game similar to Pokemon GO that used QR Codes placed in the school to spawn the Allies. On the project i did the following :
- Gameplay mechanics
- Usage of an external package to read data from QR codes to import them in the game
- Creation of custom shaders

The Fallen One - SFML   2024

Second year project made in C++ with SFML (3 month of production)
The Fallen One is a 2D boss rush inspired by Furi. On the project i did the following :
- Gameplay mechanics and AI
- Creation of a custom camera controller
- Creation of a custom particle system
- Creation of custom shaders
- UI

Vorace - CSFML   2023

First year project made in C with CSFML (3 month of production)
Vorace is a 2D roguelite plateformer with pixel art graphism and inspired by Dead Cells. On the project i did the following :
- Gameplay mechanics and AI
- Creation of a custom camera controller
- UI