



# SWANN CARLE

General programmer

## CONTACT

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[Portfolio](#)

Mobile

## 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 located at Nîmes near Montpellier, 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

### SquadAI - Unreal Engine - WIP

2026

Fourth year project made in C++ and blueprint with Unreal Engine (15 days of production). GroupAI is a personal project in which I program AI to act as a squad and fight other squad in a battlefield.

On the project I'm doing the following :

- Gameplay mechanics and AI

### Time Capsule - Unity

2025

Third year project made in C# with Unity (2 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 (2 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 (2 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