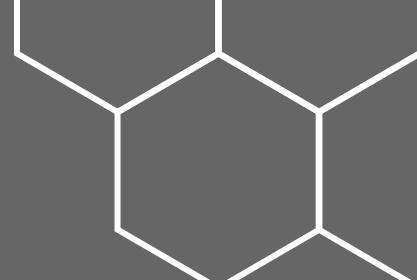




SWANN CARLE

General programmer



CONTACT

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- 🌐 [Portfolio](#)
- Mobile

EDUCATION

Creajeux

Level 6 RNCP Title
2022-2026

Lycée La Salle

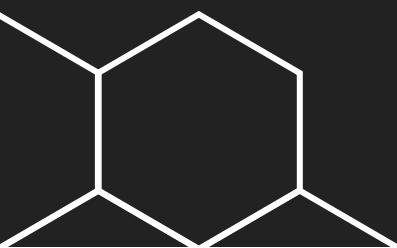
Bac STI2D
2020-2022

SKILLS

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

LANGUAGE

- French
- English



ABOUT ME

Fourth year student at Creajeux, a gamedev school where through the years I've learned multiple programming languages and how to use different engines, frameworks and tools.

I'm currently looking for an internship followed up by a full time position

EXPERIENCE

GroupAI - 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 (3 months of production)

Time Capsule is a 3D puzzle game where you swap between timelines to resolve the puzzle. On the project I did the following :

- Gameplay mechanics
- Creating custom shaders and shader graphs
- Managing multiple lightmaps 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 uses QR codes placed in the school to spawn 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 months 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 months of production)

Vorace is a 2D roguelike platformer with pixel art graphics and inspired by Dead Cells. On the project I did the following :

- Gameplay mechanics and AI
- Creation of a custom camera controller
- UI