Yannis ATTARD – Video game programmer

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SKILLS

I'm specialized in gameplay programming.

Languages: C , C++ , C# , Java

Softwares: Visual Studio 2015, Unity, GameMaker, Git.

INTERESTS

Games: Super Meat Boy, The Witness, Mark of The Ninja, Nuclear Throne, Braid, Dishonored, Portal, Risk of Rain, Rogue Legacy…

Art in general: I love architecture in particular, the work of Renzo Piano for instance. But I also like cinema, music, literature and painting.

I'm also a nature lover, to hike, watch animals, swim…

STUDIES

2016 – Now   **Preparing a Master's degree in video game programming**
CNAM-ENJMIN, Angoulême (France)

2014 - 2016   **Bachelor's degree in computing theory and programming**
Rennes 1, Rennes (France)

2012 - 2014   **Programming reconversion in a vocationally-oriented formation**
Carcouët, Nantes (France)

2010 - 2012   **Two years of History of Art in University**
Rennes 2, Rennes (France)

2010   **A Level – with Honors. Specialized in Litterature and History of Art**

PROFESSIONAL EXPERIENCE

2010 – 2016 Summers   **Traditional restaurants**
I've worked every summer in different cafés and restaurants, as a waiter, cooker or dishwasher. It made me learn hard working and teamwork in an environment where you need to be extremely fast and efficient.

Feb. – Ap. 2014   **CEREMA – Public company in the traffic sector**
Securing a PHP application in order to publish it on internet.
I've adapted the database from MySQL to PostgreSQL.

PERSONAL PROJECTS

SuperCopter
A game done at ENJMIN with another student. It's a Copter-like with an infinite, procedurally generated level. It was made using C++.

Maggie's Grinning Soul
A narrative game made for the Ludum Dare 37. It was made using Unity, and finished 20th on the global ranking.

Belette Hell
A versus game with an assymetrical gameplay. One player plays a traditionnal shmup, trying to destroy a mothership. The other one is inside the mothership, sending waves of enemies, with a tactile interface.