OMAYA LISE









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PROGRAMMING SKILLS













Bash



GLSL

ENGINES

Unreal Engine Unity Visual Studio

PROGRAMMING TOOLS

OpenGL Vulkan PhysiX

ImGUI Assimp Freetype

Fmod Refureku

LANGUAGES

- French Native language
- English Good working knowledge
- Spanish Good working knowledge
- Japanese

Can follow basic discussion

HOBBIES



RPG. Tactic.

Gestion, MMORPG





Climbing

Drawing and painting

WORKING EXPERIENCE

Gameplay developer VR - TKorp

Part-time internship from September 2023 to July 2024

- Programmed educational games
- · Designed applications
- · Networking management
- Beta tested games and applications

Bilingual hostess - Penelope / Au-delà-du-virtuel

Fixed-term contracts from September 2021 to August 2023

- · Paris Games Week animation
- · Orsay Museum reception desk management
- Japan expo animation

Journalist - Vosges Matin

Fixed-term contract from January 2019 to February 2021

- Wrote articles on local and national news
- · Took photographes to illustrate articles
- · Interviews shooting and videos editing

PROJECTS

Engine developer Three person project from March to June 2023

Creation from scratch of an engine focused on accessibility (hard of hearing / color blindness / motor difficulties)

- · Shaders/Buffer/Rasterization
- · Resources management with multithreading
- UI and reflection on resources
- · Physic implementation
- · Small demo made on the engine

Game developer Four person project made in November 2022

Third-person infiltration game made on Unreal Engine destined to be played on PS4 and PC

- Animation and AI management (behavior tree)
- Build PS4 optmization
- · Customized light detection system

EDUCATION

Master's Degree in Game programming ISART Digital 2021 - 2026

Master's Degree in Journalism ISFJ - 2018

Bachelor's Degree in History

University Panthéon-Sorbonne - 2016