

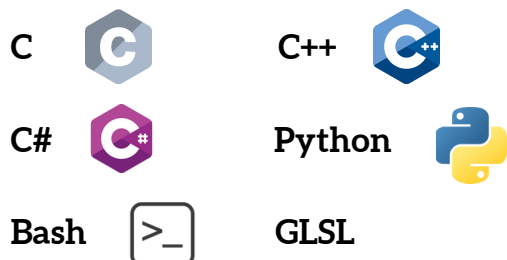
# OMAYA LISE

Game developer C++, C# and Python



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06.20.06.64.15

## PROGRAMMING SKILLS



## ENGINES

Unity Unreal Engine 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 photographs 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 optimization
- 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