LOGAN ARGOUSE

My curiosity opened me to many fields related to new technologies, combining science, technology and creativity.

I'm a passionate developer aiming for game and graphics development.

- **□** +337 82 16 62 88
- @ oradimi.github.io
- ☑ loganargouse@gmail.com
- (b) May to August 2024 (3 months)

SKILLS

- Programming
 C++, C#, GDScript, Java, Python, Web
- Blender
 3D character modeling and rigging
- Game Engines Unity, Godot
- Adobe Suite
 Photoshop, Premiere Pro, After Effects, InDesign
- Git and GitHub
- Cybersecurity basics

LANGUAGES

- French Native
- English Fluent (B2–C1)
- Japanese Intermediate (B1)
- Chinese Beginner
 - + Knowledge in character stroke order rules

SOFT SKILLS

- Curious
- · Open-minded
- Meticulous
- Punctual
- Flexible

EDUCATION

• Engineering school IMAC | 2022 - 2025

Multimedia and Information Technology ESIEE (formerly ESIPE), Gustave Eiffel University

• CPGE MPSI-MP | 2019 - 2022

Robespierre High School Arras Higher School Preparatory Classes

• High School Diploma in science | 2016 - 2019

Notre-Dame High School Valenciennes With high honours (Options – European Section, Japanese) Aeronautics Initiation Certificate (High honours, 2017)

PROJECTS / EXPERIENCE

• Voluntary translation of an online game Since May 2020, self-taught

Translation from Japanese to English Modification or recreation of assets with Photoshop Programmation of scripts to make installation easier Making of a tutorial video with Premiere Pro Management of a dedicated Discord and GitHub Integration of the translation in a third-party project

• Submission of games in game jams Since February 2023

With Sugar, Please, responsible of graphics (made in 2 days)
Easter Panic, made alone in 3 days using Godot 4
Meina Teaches Typing, made alone in 2 days using Godot 4

 Work on Rubik4D in a group of three December 2023 - May 2024

Fully functional 4D Rubik built from scratch with Unity

• Temp job at Ceva Logistics Courcelles July 2021, July - August 2022, June - August 2023

ACTIVITIES / HOBBIES

Music classes

Music theory (2009 – 2017) Piano (2010 – 2019) Participation in live concerts Video games, Music Anime, Manga, Art Astronomy, Aviation Documentaries, Travel