

Paul RIBEIRINHO

Game Programmer

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🔗 Portfolio

Education

Game Designer/Game Programmer, ISART DIGITAL	2023 – present Paris, France
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Personal and School Projects

Simulating 20,000 Boids, Compute Shading Tech Demo Time Management, Autonomy, Research and Development	2023 – present
Mora, Platformer Game Game Engine Proficiency, Physics & Collision Detection, Agile/Scrum Development	2025 – 2025
Orbital Anomaly, Rush Game Time Managment, Autonomy, Creativity	2024 – 2025
ShowKoban, Sokoban Game Teamwork, Team Managment, Lead Dev	2024 – 2024
TERAPHOBIA, Shmup Game Full-Cycle Development, Enemy Behavior Design, Version Control	2023 – 2024

Languages

- | | |
|-------------------|--------------------------------------|
| • French (Native) | • English (Professional Proficiency) |
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Skills

Soft Skills

Teamwork
Problem-Solving
Adaptability
Time Management
Attention to Detail

Hard Skills

Programming Languages (C#, HLSL, Python, GLSL)
Game Engine Proficiency (Unity, Unreal Engine 5, Godot)
Software Development
Scripting & Gameplay Programming
Shader & Graphics Programming

Interests

- Cooking, Aviation, Sports Shooting