Paul Lardiere

Paul.Lardiere@USherbrooke.ca

(+33) 6 89 44 19 68 (operational in Canada)

530 Rue St-Hubert,
QC H2Y 0B9 Montréal, Québec

[LinkedIn](#)

[Portfolio](#)

Presentation

I'm a French computer science engineering student pursuing a double degree in video game development in Montréal. After my internship as a Gameplay Developer, I'm aiming to become an engine programmer.

COMPETENCE SUMMARY

- Object-oriented programming: C++, C#
- Unreal engine 5, Unity, Own C++ engine using DirectX11
- Autonomous
- Team Working

EDUCATION

2023-2024 — **Master's degree in computer science, video game development specialization (double degree)**
Université de Sherbrooke, campus de Longueuil, Longueuil

2021-2023 — **Engineering degree in Computer Science**
Polytechnic Engineering School of the University of Tours, France

2019-2021 — **Preparatory classes for engineering studies and Bachelor's degree in Mathematics and Computer Science**
Polytechnic Engineering School of the University of Tours, France

PROFESSIONAL EXEPERIENCES

May-September 2024 — **Gameplay developer internship**
Wild Blueberry games, Montréal, Canada
- Develop systems, tools, gameplay features, UI, and backend.
- Refactoring and optimization of existing codebase
- Collaborating with designers to ensure feature accuracy.

June-July 2023 — **C# web developer internship in an agile team**
Orange, Lyon, France
- Develop internal software and tools in C# (.net)
- Working within a SCRUM team
- Present the tools produced to the customer during the sprint review
- Discover the operation and development of PLCs to facilitate tasks

August 2021 — **Production worker in a medical environment**
Symatese Device, Irigny, France
- Molding, assembling and packaging medical equipment
- Working as part of a team in a cleanroom

PROJECTS

January-May 2024 — **Third-person roguelike magic game**
- Team of 7 developers
- Working with Unreal Engine 5.3
- Implement complex AI techniques (group behavior, scheduler,
- Set up a dedicated server and backend database

2023 — **"Project Snowball"** time trial game
- Team of 4 developers
- Working on our own C++ game engine
- Implement computer graphics techniques (Vignette, radial blur, DOF, speed lines)
- Using PhysX to manage collisions and joints between different actors