Paul Lardiere

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<u>LinkedIn</u>

Portfolio

COMPETENCE SUMMARY

- Object-oriented programming: C++, C#
- Autonomous
- Team Working
- Capacity to adapt

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

Preparatory classes for engineering studies and Bachelor's degree in Mathematics and

Computer Science

Polytechnic Engineering School of the University of Tours, France

2017-2019 **Baccalauréat "Science"** (equivalent to a college diploma)

Lycée Ella Fitzgerald, Saint-Romain-en-gal, France

PROFESSIONAL EXEPERIENCES

May-September

Gameplay developer internship

2024

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

C# web developer internship in an agile team

2023

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

Production worker in a medical environment

2021

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
- 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