



Paul Seren-Rosso

Junior Gameplay Programmer



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➤ My Profil

Hello! I'm searching an internship of 4-months from May.
Creative and organize, I strive to develop games that make the team proud of.
Very curious, I always am seeking new technical challenges and learning from each other.

➤ Experience

Game Programmer & Designer, 2022 Boby, a Cegid Company, Bordeaux

In this start-up creating an PGI, I developed in 2 months a web-game integrated to the software.

- Teamwork in Scrum and Agile.
- Develop a game for various devices.
- Study gamification for softwares.

➤ Key Projects

It's not Rocket Science!, 2024 - UE 2v2 Party Game, 5 people, 4 months

In this physics game, cooperate, sabotage to make the highest rocket and take off!

- Work on shipping to Steam.
- Set up and use Perforce.
- Create entirely elastic rope simulation.

Jab, 2023 - Unity

Mobile Fight Game, 12 people, 4 months

In this crazy sports fighting game, defeat the opponents by winning the favor of the public!

- Develop a Behaviour Tree tool.
- Design and program mobile juicy UI.
- Work as Lead Programmer.

Esquirel, 2022 - Unity - Major

Moba 2v2, 12 people, 2 months

Play as squirrels, compete to collect the most nuts for your team by controlling points.

- Create architecture with 10 programmers.
- Program 3C, capacities with network.
- Integrate fog of war.

➤ Skills



Unity

*Advanced(C#)
Gameplay
Architecture
Tools*



Unreal Engine

*Intermediate
Blueprints
Perforce
C++*



Web

*Intermediate
HTML, CSS, JS
Three JS
Vue.js*



Gestion

*Management
Scheduling
Notion*



Git

Advanced



Game Design

*Intermediate
Mechanics
UI UX
Documentation*

➤ Language



French

Native



English

Intermediate

➤ Education

Supinfogame Rubika France, 2020

Master degree's in Game Programming and Management

Degree consisting of 2 years of Game Design and 3 years of Game Programming.

It gives me the experience of a lot of group projects and learning about game programming and game design.

➤ Interests

Cooking

Sport

Sockets

Boardgames