Paul Seren-Rosso

Junior Gameplay Programmer

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➤ My Profil

Hello ! I'am 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

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.

Memory of Hope, 2022 – Unity
3D Zeldalike, 8 people, 2 months

Play as an AI designed to replace the daughter of a researcher troubled by grief.
- Program 3C physique based.
- Program event system.
- Work as Lead Programmer.

➤ Skills

Unity
Advanced (c#)
- Gameplay
- Architecture
- Tools

Git
Advanced

Game Design
Intermediate
- Mechanics
- UI UX
- Documentation

Teamwork
- Management
- Scheduling
- Notion

Web
Intermediate
- HTML, CSS, JS
- Three JS & Vue.js

➤ 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**