



Paul Seren-Rosso

Game Programmer

📍 Open to relocate



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➤ My Profil

Hello!

Resilient and organize, I strive to develop games that make the team proud of, and players satisfied.

Very curious, I always am seeking new technical challenges and learning from each other.

➤ Experiences

Associate Client Developer, 2024

Ankama, Dofus Unity, Lille

In the client team, I developed features and fixed bugs in the release of the Dofus Unity's beta.

- Use pipeline of a live game.
- Work on UIs and combat system.
- Communicate in a 70-person project.

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.
- Design a modular codebase.

➤ Student Projects

RSM, 2024-2025 – UE & C++

Jeu Social-Horror, 8 people, 10 months

With 3 other players, cooperate, betray and survive to regain your freedom!

- Organize and coordinate a team.
- Work on the game's concept/intentions.
- Program networked features.

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.
- Create entirely elastic rope simulation.
- Program a spatial race.

➤ Skills



Unity

Advanced
(C#)



Unreal Engine

Advanced
(C++, Blueprints)



Web

Intermediate
(HTML, CSS, JS)



Management

Scheduling
Communication
Presentation



Source Control

Advanced
Perforce
Git



Game Design

Intermediate
Mechanics
UI/UX
Documentation

Architecture

3C

Network

Tools

UI

Physics

Optimization

R&D

Mobile

Tech-art

AI

➤ Languages



French

Native



English

Intermediate

➤ Education

Supinfogame Rubika France, 2025

Master degree 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.

➤ Interests

Batch Cooking

Running

Socks

Boardgame