

Constant BRUNEL

Gameplay Developer

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PHONE: +1 514-963-6656

WORK EXPERIENCES

2016 School Project Montreal	<div>+</div> <div>Pirate Simulator Game Developer</div> <div>C++, DirectX 11, PhysX</div> <div>This game is a school project. We must use DirectX and PhysX to have an experience with this tools to understand them.</div>
2015 - 2016 Final Intership - Job Paris	<div>+</div> <div>Infinite Square - GeoBalance Game Developer</div> <div>Unity3D, C#, Game Design, Level Design</div> <div>Developement of mobiles games with Unity3D. GeoBalance is a puzzle game. You need to balance the pieces on the platforme to success the level.</div>
2014 - 2015 Internship Paris	<div>+</div> <div>Metidia Game Developer</div> <div>HTML5, CSS3, Canvas, Javascript, BackBoneJS, NodeJS, MongoDB</div> <div>Vinoga is a farming game based on wine. You have a vineyard and you must manage it to fill the orders.</div>
2014 - 2014 Personal Project Montreal	<div>+</div> <div>X-Ray Adventures Game Developer</div> <div>Unity3D. C#, Game Design, Level Design</div> <div>2D platform/puzzle game for hardcore gamer.</div> <div>Best Game of the Global Game Jam in ISART Digital Montreal.</div>
2014 - 2014 School Project Montreal	<div>+</div> <div>Farm Warfare Lead Game Developer</div> <div>HTML5, CSS3, Javascript, JQuery, NodeJS, Socket.IO, Game Design</div> <div>2D Isometric game based on Farmville with some features like conquer or attack enemies.</div>
2013 - 2013 Personal Project Montreal	<div>+</div> <div>Overload Game Developer</div> <div>C#, XNA, Game Design, Level Design</div> <div>This project was made for the imagine cup. 2D platform game based on Doctor Jekyll and Mister Hyde story.</div>
2013 - 2013 School Project Montreal	<div>+</div> <div>Frogger Game Developer</div> <div>HTML5, CSS3, Canvas, Javascript</div> <div>The project was to remake the Frogger game identical.</div>

EDUCATION

2016 - 2017 1 year in Montreal	<div>+</div> <div>Video game development graduate (DDJV) (second degree)</div> <div>Sherbrooke University - Longueil Campus</div> <div>Advanced C++ graduate focused in video game industry with professionals teachers working in the industry</div>
2010 - 2015 3 years in Paris 2 years in Montreal	<div>+</div> <div>Master</div> <div>SUPINFO International University</div> <div>Learning different programming language, advanced networks concepts, some management concept, etc.</div>

ABOUT ME

Name: Constant BRUNEL

DOB: 03/11/1994 (22)

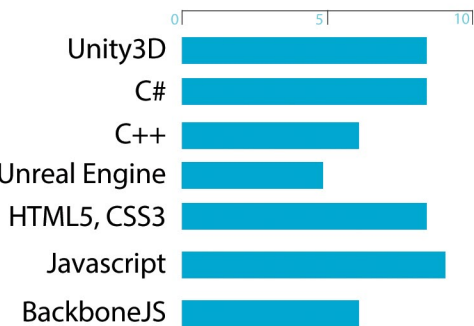
Nationality: France

Location: Montreal, CANADA

Experience : 2 Years

Availability: Fulltime

SKILLS



AWARDS

2017 - Bourse LUDIA

REFERENCE

Avialable on request