

Contact

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Linked in

PortFolio

Programming



Software



UNREAL
ENGINE

Language



Native



Professional



Basic

Hobbies



Julien Sadarnac

Developer

I value transparency, objectivity, and offers a fresh perspective. I enjoy finding innovative ways to solve problems, constantly pursue self-improvement, and my favourite animal is the horseshoe crab.

Experience

May 2023 – November 2023

Starchain Gazer

C# Programmer Internship (Unity)

- Updating most of the game UI for the 2.0 version, improving user experience.
- Resolved bugs and optimized legacy code, ensuring smoother performance and fewer crashes.
- Managing Azure/PlayFab database to track players progressions for better game balance.
- Design and implementation of the new game mechanics (Cooked Out).

January 2021 – July 2021

DragonBox

QA Tester Internship

- Implementation of QA process and bugs exploration to track new bugs.
- Collaboration with developers to report bugs and flaws, improving the debugging process.
- Verification of the value of previously reported fixes.
- Managing and validating reported bugs by external providers.

Projects

May 2024 – May 2025

Rookie Project - Rookie Award 2025

Unreal Programmer / Lead GameDesigner

- Programmed 60% of the boss behaviors, including AI - Behavior Tress, dynamic attack patterns and interactions with the environment.
- Developed and implemented 95% of all level the design elements.
- Designed 90% of the player, boss et environnement mechanics.
- Led overall game design process, defining the vision and creating design documentation.
- Ensured the coherence of level design and the boss mechanics.

September 2022 – January 2023

IIM – Out Of Three – End of year Project

C# Programmer (Unity) – “Boss Manager”

Management of 100% the boss behaviours :

- Structuring attacks and fight phase structures.
- Implementing the different attacks of the boss.
- Integrating and synchronising animations and sounds.

If a problem occurred with the boss, I was the one in charge of handling it.

Education

2024 – 2025

Afpa - Roubaix

Master's Degree Specialization in Full Stack Development

2018 – 2023

IIM – Institute of Internet and Multimedia

Master Game Programming