

# Samuel Dubois

Gameplay Programmer  
Tool Programmer

e-mail: [samuel.m.dubois@gmail.com](mailto:samuel.m.dubois@gmail.com)  
Phone: +33 6 46 28 06 70  
<https://samuelduboi.github.io/Websit/indexEnglish.html>  
<https://www.linkedin.com/in/samueldubois-/>

## COMPETENCE

### Development:

C#  
C++  
Git  
Html 5

### Softwares:

WPF  
Unity  
Unreal Engine  
Jira  
Notion

### Languages:

French: native  
English: fluent  
Spanish: advanced

### Driving license

## STUDIES

### 2019 - 2021

France, **Rubika**  
Game Programming

### 2018

Hamilton Bermuda  
Alberta High School  
Diploma

### 2017

Solesmes France  
French Baccalauréat with  
honors

## HOBBIES

**Volleyball** : I was part  
of Bermudian's national  
team.

**Judo** : I have the black  
belt.

**Scout**: for 9 years my  
team and I created  
projects and led them till  
the end (fundraising, look  
in for sponsors, and  
collaborators, etc.

## PROFESSIONAL EXPERIENCES

### Tool Programmer Assistant - BGE2 - Ubisoft

Juillet 2023 – today Montreuil France  
- Development of **tools** for **Level Designers** and **Tech Artists**  
with **WPF**.  
- **Update** of existing tool to **adapt** to **users needs**.

### Programmer Intern - Atelier Daruma

June 2022 - September 2022 Paris France  
- Creation of a **XML** import tool on **Unreal**.  
- Development of a **VR** experience.  
- **Optimization** of an **ultra realistic** VR project.

### Tool Programmer intern - CrossQuestStudio

Jully 2020 - August 2020 Valenciennes France  
- Creation of a **nodal visual scripting** tool on **Unity**.  
- Integration of **CSV** files on the tool.  
- Creation of the graphic interface of the tool.

### Programmer - Keep the Beat

September 2020 - Novembre 2020 Valenciennes France  
- Creation of a **level design** tool working with **procedural generation** and a changing rythm.  
- Development of the gameplay of a **rythm game** on **Unity**.  
- Development of feedback on the **instrument** with **Arduino**.  
- Set up of the product for the Festival Européen du film fantastique de Strasbourg

## PERSONAL PROJECTS

### Unreal 5 Programmer – All Is Gray

September 2022 – June 2023  
- Creation of a **tactical grid** based game made in **C++** en **HLSL**. Most of the game is base on a **Render Texture** and so,  
is nearly **engine independant**.

### Programmer VR/Network - Foxy Flox

November 2021 - January 2021  
- Development of the network infrastructure using Mirror.  
- Adaptation of Unity 3D physics.  
- Development of VR gameplay with OpenXR.  
- Development of the compatibility HTC Vive, Oculus Quest  
and Valve Index