Samuel Dubois in

Game Programmer/ Tool designer

CONTACT

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https://samuelduboi.github.io/Websit

SKILLS

Development:

C#

C++

Git

Hmtl 5

Softwares:

Unity

Unreal Engine 4

Excel

Trello

Adobe

Languages:

French: native English: fluent Spanish: advanced

Permis B

STUDIES

2019 - 2021

France, **Rubika**Game Design

2018

Hamilton Bermuda

Alberta High School Diploma

2017

Solesmes France French Baccalauréat

EXPERIENCES

2020 - CrossQuestStudio-Tool Design (2 months)

- Creation of a **nodal visual scripting tool on Unity.**The tool was **designed** to be use by the Narrator of the team.

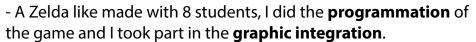
2020 - Pirate Academy(3 months)

- A WarioWare made by 44 students. My role was to create an **integration tool** for 30 micro-games to be merged in a macrogame. I also took part in the **programming of the macro-game** and designed tools for the **playtesting team.**

2020 - Keep the Beat (3 months)

- A rythm alternative controller game based on the player's heart rate. I did the programmation on **unity** and **arduino** and created a **level design tool**.

2020 - Inoh's tale (5 months)



2019 - InTheRoom (2 months)

- I designed a new room for the company based on a imposed theme.
- I welcomed and drived players through their experiences (game mastering).

2019 - La Sixième Collection (3 years)

- I was Game Designer on a board game based on fashion.
- I was in charge of protecting the intellectual property of the game.

HOBBIES

Sports Mo

Volleyball Judo Mountain bike

Music

Saxophone Guitar

Video Games

MMORPG Puzzle Game RPG

Scout