Samuel Dubois 💼

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

Langages:

French: native
English: fluent
Espagnole: 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 - WarioWare (3 months)

- My role was to create an **intergration tool** for 30 micro-games to be merge in a macro-game. 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 ctrl alt game, I did the programmation on **unity** and

arduino and created a l**evel design tool**.

2020 - Inoh's tale (5 months)

-A Zelda like made with 8 students, I did the **programmation** of the game and I took part in the **graphic integration**.

2019 - InTheRoom (2 months)

-I designed a new room for the compagny based on a imposed theme.
-I welcomed and drived players through their experiences.

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	Music	Video Games
Volleyball	Saxophone	MMORPG
Judo	Guitar	Puzzle Game
Mountain bike		RPG

Scout