Samuel Dubois

Gameplay Programmer
Tool Programmer

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Looking for a 2 to 4 months intership starting in June 2022.

France: open to relocate

SKILLS

Development:
C#
C++
Git
Hmtl 5

Softwares:
Unity
Unreal Engine 4
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 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.

Lead Programmer- Keep the Beat

September 2020 - Novembre 2020   Valenciennes France
- Creation of a l**evel 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.

Game Designer - La Sixième Collection

November 2018 - nowadays
- I was Game Designer on a board game based on fashion design.
- I was in charge of protecting the intellectual property of the game.

PERSONAL PROJECTS

Lead Programmer VR/Network - Foxy Flox

November 2021 - nowadays
- 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.

Tool Programmer - Escape Time

February 2021 - May 2021
- Creation of a **level design tool** for **escape game** like level.
- Development of the **gameplay** for **Android** with **Unity**.

Lead Programmer - Pirate Academy

December 2019 - January 2020
- Creation of **integration tools** and **pipelines** for **44** developers.
- Development of the "macro" **gameplay** of **WarioWare** like.