

Game Programmer
Tool designer

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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

2021 - Escape Time (4 mois)

- A mobile game using the concept of escape games and point&-clicks. I developed the whole game on Unity and a level editor to produce rooms in few clicks.

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 month)

- A WarioWare made by 44 students. My role was to create an **integration tool** for 30 micro-games to be merged 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 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)

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

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

Volleyball
Judo
Mountain bike

Music

Saxophone
Guitar

Video Games

MMORPG
Puzzle Game
RPG

Scout