

Samuel Dubois

Gameplay Programmer
Tool Programmer

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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