

# 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

### 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 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 - 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

Volleyball  
Judo  
Mountain bike

### Music

Saxophone  
Guitar

### Video Games

MMORPG  
Puzzle Game  
RPG

### Scout