

Gameplay Programmer
Tool Programmer

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SKILLS

Development:

C#
C++
Git
Hmtl 5

Softwares:

Unity
Unreal Engine 4
Excel
Jira
Notion

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

PROFESSIONALS EXPERIENCES

2020 - Tool Programmer intern - CrossQuestStudio

- Creation of a **nodal visual scripting tool on Unity**.
The tool was **designed** to be use by the Narrator of the team.

2020 - Lead Programmer- Keep the Beat

- 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**. The project was exposed for nearl 2 monthes for the European Fantastic Film Festival.

2019 - Game Designer - La Sixième Collection

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

PERSONNALS PROJECTS

2022 - Lead Programmer VR/Network - Foxy Flox

- A **manipulation** multiplayer game based on **physic** compatible on **HTC Vive**, **Oculus Quest** and **Valve Index**. I was the only programmer on the **gameplay** aswell on the **network**.

2021 - Tool Programmer - Escape Time

- 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 - Lead Programmer - Pirate Academy

- 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**.

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..)