

Samuel Dubois

Gameplay Programmer Tool Programmer

Looking for an 2 to 4 months internship starting
on June 2022

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<https://samuelduboi.github.io/Websit>

<https://www.linkedin.com/in/samuel-dubois-/>

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

Solismes 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..)

PROFESSIONALS EXPERIENCES

Tool Programmer intern - CrossQuestStudio

July 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 **level design tool** working with **procedural generation** and a **changing rythm**.
- Development of the **gameplay** of a **rythm** game on **Unity**.
- Development of **feedbacks** 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.

PERSONNALS PROJECTS

Lead Programmer VR/Network - Foxy Flox

November 2021 - nowadays

- Development of the **network** infrastructure with **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 **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 **gameplay** "macro" of **WarioWare** Like.