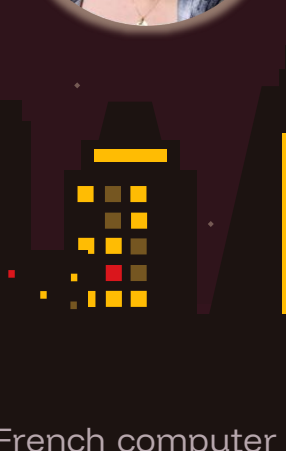


Marie Giacomel



I am...

A 21 years old French computer science student
• In exchange at **Condordia** • 4th year student at **Epitech** • Developer for the last **5 years** (and probably the next 5) • **C / C++** enjoyer • Trying to make the most of life

I like...

Coding • Logic • Reflection • Coherence • Plot twists • Be impressed • Be inspired • Be passionate • The taste for hard work • The job well done • Going the extra mile • Taking pride in my work

“Details make perfection, but perfection isn't a detail.”



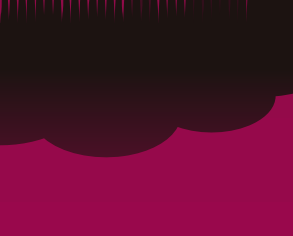
My_Runner

Bi-dimensional runner game, the player has to pay attention to the top and bottom at the same time



See the game

My first graphical project, made in C with csfml

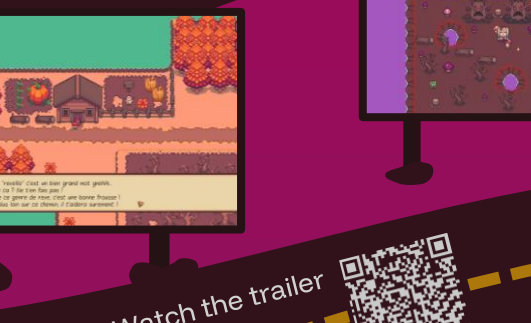
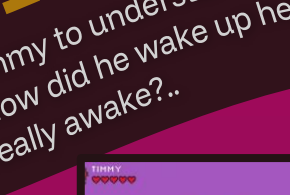


My_Defender



But it's not as easy. The difficulty is increasing over time.

You can upgrade the mamas, so they match more baby's color, or put mud, wall or tacos to distract the babies and gain time.



See the game



End of first year project, made with csfml in C.
Timmy is afraid of Halloween, but one day, he wakes up in a world where Halloween is everyday!
You need to help Timmy to understand what happened to him. How did he wake up here?
Is he really awake?..

R-Type

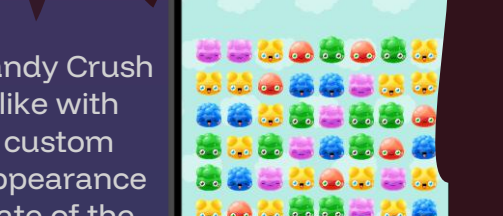
Multiplayer version of the R-Type retro game

3D shooter game with handmade models, level, light and particle effects

From scratch
Entity Component System (ECS) made in C++ with raylib for graphics



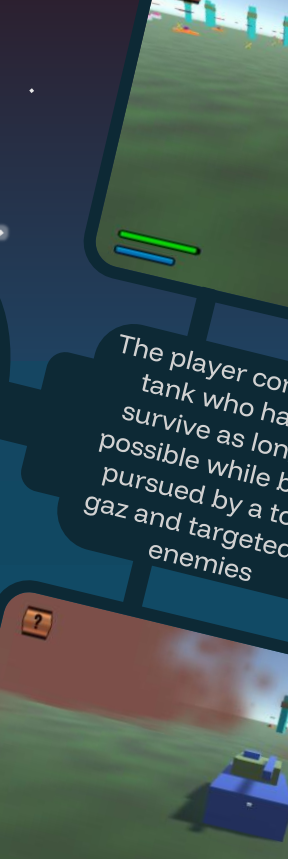
See the game



Jelly Crush

First mobile project made with Unity

Candy Crush like with custom appearance rate of the candy



Play it



48h project made with Unity in C#

The best is yet to come...