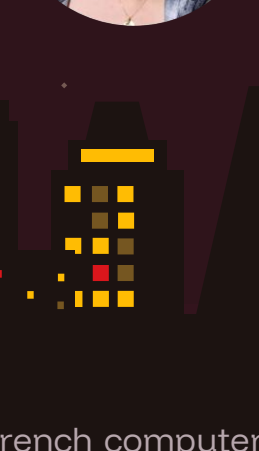


# Marie Giacomel



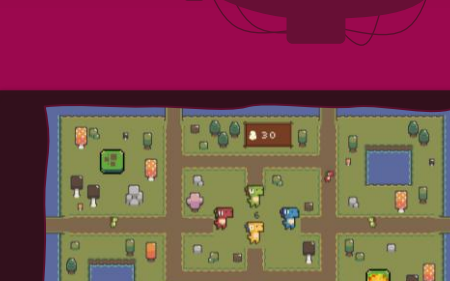
## I am...

A 21 years old French computer science student  
• In exchange at **Condordia** • 4<sup>th</sup> 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...

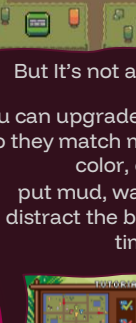
Coding • Logic • Reflection • Coherence • Plot twists • Be impressed • Be inspired • Be passionate • The taste for hard work • The job well done • Going the extra mile • Taking pride in my work

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

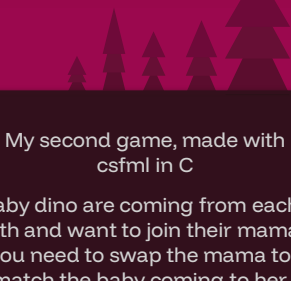


My\_Runner

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



See the game



My second game, made with csfml in C

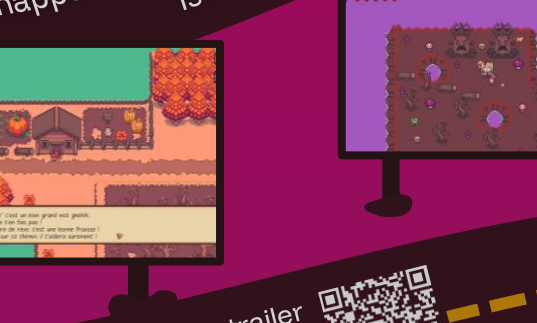
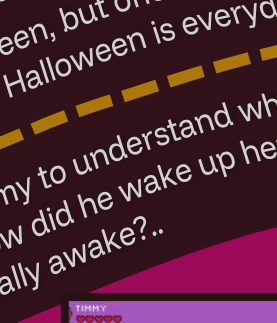
Baby dino are coming from each path and want to join their mama, you need to swap the mama to match the baby coming to her

My\_Defender



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

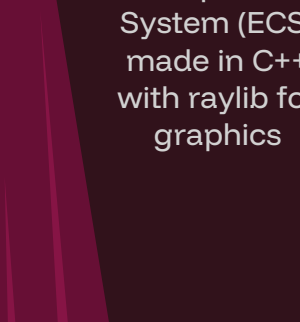
You can upgrade the mamas, so they match more baby's color, or put mud, wall or tacos to distract the babies and gain time.



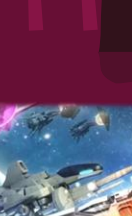
See the game



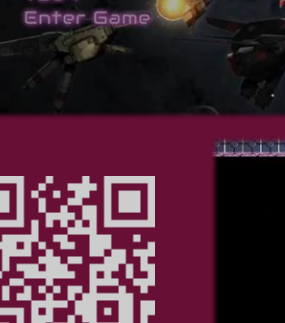
End of first year project, made with csfml in C.  
Timmy is afraid of Halloween, but one day, he wakes up in a world where Halloween is everyday!  
You need to help Timmy to understand what happened to him. How did he wake up here?  
Is he really awake?..



Watch the trailer



## Zappy



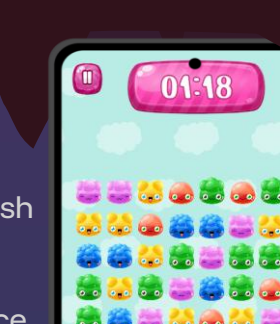
3 in one project: GUI • Server • AI



Several AI teams spawn on a map and must find the resources they need to evolve



See the game



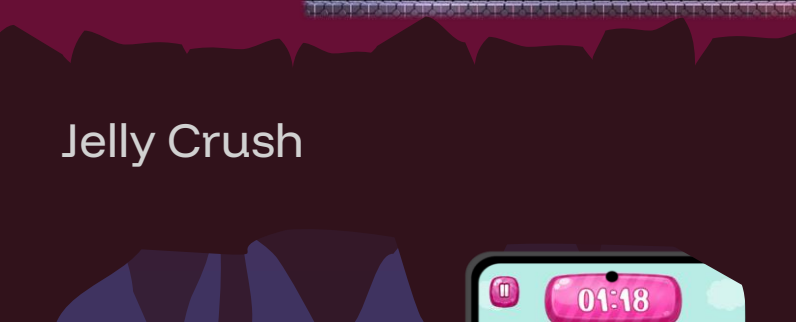
Made in C (server part), C++ with raylib (GUI part) and Python (AI part)

## R-Type

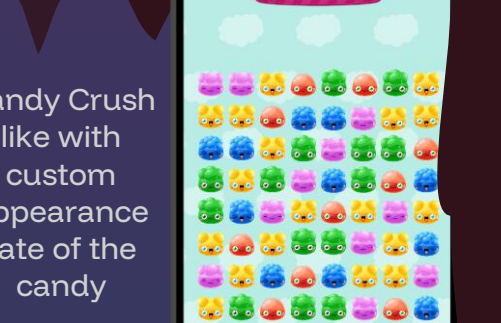
Multiplayer version of the R-Type retro game

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...