

ADRIEN CLAUDE

Multiplayer and Gameplay
Programmer

CONTACT

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SKILLS

- Unity
- C++
- C#
- C
- Visual Studio
- Visual Studio Code
- Github
- CMake
- Doxygen

SOFT SKILLS

- Flexibility & adaptability
- Motivation and optimism
- Willingness to learn
- Collaboration & team spirit
- Critical thinking

LANGUAGES

- French: Native
- English: A2 (Currently improving)

INTERESTS

- Space
- Programming
- Video games
- Music
- Tennis

EXPERIENCE

Travelers Multiplayer Engine

Personal Project | June 2025 - Present

C++ / Windows & POSIX (Linux, macOS)

Aimed at improving and practicing my **network programming** skills.

- Developed a **cross-platform network engine** in **C++** designed to simplify **multiplayer game** development
- Objective: to provide a **lightweight**, **optimized**, and **easy-to-use** solution for basic **network operations**
- Long-term ambition: to evolve it into a comprehensive **network engine** specifically tailored to the needs of **multiplayer games**

Suna

Final Year Project | January - May 2025 at Creajeux

C# | Unity + DOTS (ECS) + Netcode for Entities | Windows

Role: Multiplayer and Gameplay Programmer

Competitive **multiplayer** first-person shooter inspired by Counter-Strike, featuring two asymmetrical factions with **server-authoritative network architecture** and **client-side prediction**.

Key Contributions:

- Built various **simulations** in **ECS** (client/server)
- Engineered the **networked shooting system**
- Managed **calculation** and **processing** of **player shot damage**, including **hit location**
- Designed a **hybrid networked animation system**, combining **Unity's ECS** with the **GameObjects-based animation framework**
- Integrated **character animations**
- Achieved accurate **replication** of **player movements**, **animations**, and **shots across the network**

Shattered Soul

Final Year Project | January - May 2024 at Creajeux

C++ | SFML | Windows

Role: AI Programmer

Key Contributions:

- Programmed the **AI** for all enemy types
- Developed an **A* pathfinding algorithm** based on 2D coordinates
- Integrated **enemy animations**

EDUCATION

- Creajeux - Nîmes, 30000, France
- Game Programmer | Graduation: 06/2026

- Lycée Georges Baumont - Saint-Dié-des-Vosges, 88100, France
- Professional Baccalaureate in Digital Electronic Systems | 06/2022

You can find more details in my [portfolio](#).