

# ADRIEN CLAUDE

## Network and Gameplay Programmer

### CONTACT

-  [adrien.claude.88470@gmail.com](mailto:adrien.claude.88470@gmail.com)
-  Nîmes, 30000, France
-  [www.claudeadrien.com](http://www.claudeadrien.com)
-  [linkedin.com/in/adrien-claude](https://linkedin.com/in/adrien-claude)
-  [github.com/Smalleater](https://github.com/Smalleater)

### PROFILE

A motivated and optimistic professional, I am highly flexible and adaptable to change. Curious and always eager to learn, I enjoy teamwork and collaboration. My critical thinking skills and patience enable me to contribute effectively to problem solving and the achievement of common goals.

### SKILLS

-  Unreal Engine
-  Unity
-  C++  C#  C
-  CMake
-  Visual Studio / Code
-  Git / GitHub

### LANGUAGES

- French: Native
- English: B1 (Currently improving)

### INTERESTS

- Space
- Programming
- Video games
- Music
- Tennis

## EXPERIENCE

### Travelers Netcode

Personal Project | June 2025 - Present

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

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

- Developed a **cross-platform netcode** 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 **netcode** 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**
- Handling of **FPS** and **TPS** models through **GameObjects**, integrated with **ECS** for operations such as **creation, destruction, movement, rotation, and replication**.
- 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 system**
- Integrated **character animations**
- FPS camera system** and **spectator mode**
- 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 - Bachelor's degree | Graduation: 06/2026

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