

ADRIEN CLAUDE

Network and Gameplay Programmer

CONTACT

✉ adrien.claude.88470@gmail.com

📍 Nîmes, 30000, France

🌐 www.claudeadrien.com

🌐 linkedin.com/in/adrien-claude

🐙 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: 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**
- 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

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