# **ADRIEN CLAUDE**

# **Network and Gameplay Programmer**

#### CONTACT

✓ adrien.claude.88470@gmail.com

Nîmes, 30000, France

www.claudeadrien.com

in linkedin.com/in/adrien-claude

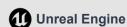
github.com/Smalleater

## **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**















Visual Studio / Code



itHub

#### **LANGUAGES**

French: Native

English: B1 (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
- · 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: Al 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