

Steve Delgrange

5th year Game Programming student at RUBIKA

about me

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Profile

Serious, calm and a quick learner. As a 5th year student, I am looking for a 6 month internship in **Gameplay Programming**, starting in July 2019. I am particularly interested in VR, procedural generation and systemic gameplay.

Experience

languages

French : native speaker

English : working proficiency

programming

C, C++, C#, Qt : advanced

Java : advanced

Python : intermediate

PostgreSQL : intermediate

JavaScript : beginner

Shader : beginner

LUA : beginner

Cryptography : beginner

game engines

Unity3D : advanced

UE4 : beginner

versioning tool

Sourcetree : intermediate

GitKraken : beginner

other tools

SteamVR : advanced

VRTK : intermediate

Blender : beginner

Gimp : beginner

interests

Chinese light novels (Coiling

Dragon, Stellar Transformation)

MMORPG (WoW, Dofus)

RPG (Dragon Quest 8,

Kingdom Heart 2)

Metroid series, Zelda series

Puzzle games (The Witness)

Speedrunning

07-09 2018

Clan Latria, Bastia

Internship

Gameplay developer, development on Winterfall. Created by Mister Fab Mariani, Clan Latria is a new company in the video game world. It is full of ambition and wants to make things in big.

04-07 2017

Play Research Lab, Serre Numérique, Valenciennes

Internship

Software developer, developed Raspberry Pi 2 API. Created by the CCI Grand-Hainaut, the PLR is a R&D cell dedicated to ludology which is between both industrial and academic world.

04-08 2016

Surgiris, Croix

Internship and fixed-term employee

Software developer, developed SAM. Surgiris has designed manufactured and marketed surgical lights, distribution columns and ceiling pendants for operating theatres.

Education

2017-present

Master's Degree in Game Programming & Management

[RUBIKA, France](#)

2016-2017

Bachelor's Degree of Computer Science

[IUT of Valenciennes, ISTV, France](#)

2014-2016

DUT of Computer Science

[IUT of Valenciennes, Antenna of Maubeuge, France](#)

Accomplishments

3/2018 - 6/2019

Make The Hero

[Youtube](#)

VR solo game mixing RPG and God-game where the player crafts items for a little hero to fight against demons. Made with **Unity3D** and **VRTK**. 5th year project at RUBIKA with me, 2 artists and 3 designers. I'm at the origin of the project but I focus on programming.

03/2018

Winterfall

[Site](#)

Mix between Open-World Action-RPG and Town Management. Made with **Unity3D**. Project in my internship at Clan Latria. I worked on the player's movement, the RPG stats and the inventory system.

10/2017 - 2/2018

Cop Academy

[Facebook](#)

VR (HTC Vive) Party Game in the cop universe. Made with **Unity3D** and **SteamVR**. Project at RUBIKA with me, another game programmer and 3 game designers in **5 months**. I made half of the mini-games and a part of the macro.

04-07 2017

Raspberry Pi 2 API

[Play Research Lab, no link](#)

API enabling the use of a Raspberry Pi 2 from a distant computer via wifi. Made with **Java** for the distant computer API and **Python** for the API on the Raspberry Pi (Raspbian).