

# Steve Delgrange

Game programmer student looking for a 2 to 4 month internship starting in early June

## about me

Gommegnies, France

[s.delgrange@rubika-edu.com](mailto:s.delgrange@rubika-edu.com)

[in](#) [steve-delgrange](#)

[@](#) [stevedelgrange](#)

+33 6 31 41 75 21

## Profile

Serious, calm and a quick learner. I am a student at RUBIKA and I am looking for a 2 to 4 month internship in **Gameplay Programming**, starting in early June 2018. I am also interested in shader, VR, procedural generation and AI.

## 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

Git  
Sourcetree

### other tools

SteamVR : intermediate  
Blender : beginner  
Gimp : beginner

### interests

MMORPG (WoW, Dofus)  
RPG (Dragon Quest 8, Kingdom Heart 2)  
Metroid series, Zelda series  
Puzzle games (The Witness)  
Speedrunning  
Chinese light novels (Coiling Dragon, Stellar Transformation)

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

01/2018

**YMCA**

[link globalgamejam.org](http://link.globalgamejam.org)

Local multiplayer game. Used **Unity3D**. Made for the **Global Game Jam** in January 2018 with 3 other game programmers and 2 game designers in 48 hours. The theme was "Transmission".

10/2017 - 2/2018

**Cop Academy**

[link facebook.com](http://link.facebook.com)

**VR** (HTC Vive) Party Game in the cop universe. Used **Unity3D** and **SteamVR**. Produced with another game programmer and 3 game designers as a school project of **4 months**.

04/2017

**Immortal's Heart Defender**

[link lidjam.com](http://link.lidjam.com)

Short & easy shoot'em up. Used **Unity3D**. Made for the **Ludum Dare 38** in April 2017 by myself in 72 hours. The theme was "A small world".

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).

04-08 2016

**SAM**

**Surgiris, no link**

Software for the after-sales services of Surgiris. Used **Qt(C++)**. Made to save time by allowing **quick scan and modification of hardware's configuration**, hardware made by Surgiris.