

# Steve Delgrange

5th year Game Programming student at RUBIKA

## about me

Gommegnies, France

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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

Stage

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

[link youtube.com](#)

VR solo game mixing RPG/Rogue-like/God-game and where the player creates items with its hands. Used **Unity3D**. Prototype created to pass the concept in 5th year at Rubika, in two weeks with a game artist and a game designer of the same year.

03/2018

#### Shield Maiden

Rubika, no link

Twin stick shooter with puzzle and combat levels in local multiplayer with 3 players needed. Used **Unity3D**. Made for a project as student of RUBIKA with me and another programmer, 4 game artists and 5 game designers of the same year in two weeks. I made the players' controller, and every macro element.

10/2017 - 2/2018

#### Cop Academy

[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 **5 months**.

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).