

Steve Delgrange

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

about me

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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 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

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

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

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.

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**.

04-07 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.