

# 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

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.

01/2018

**YMCA**

[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](#)

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).