

# Steve Delgrange

5th year Game Programming student at RUBIKA  
Looking for a 6 month internship starting in July 2019

## about me

Gommegnies, France

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## Profile

Serious, calm and a quick learner. As a 5th year student at RUBIKA, **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  
Java  
Python  
Shader  
LUA

7/2018 - 9/2018

[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.

4/2017 - 7/2017

[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.

4/2016 - 8/2016

[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.

### game engines

Unity3D  
UE4

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](#)

### versioning tool

Sourcetree  
GitKraken

### other tools

VRTK  
SteamVR  
Blender  
Gimp

4/2018 - present

**Make The Hero**

[Youtube](#)

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

7/2018 - 9/2018

**Winterfall**

[Site](#)

**Unity3D developer. I worked on the player's movement, the RPG stats and the inventory system.** Project in my internship at Clan Latria. The game is a mix between Open-World Action-RPG and Town Management.

### 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

10/2017 - 2/2018

**Cop Academy**

[Facebook](#)

**Unity3D developer and used SteamVR. I made half of the mini-games and a part of the macro.** Project at RUBIKA with me, another game programmer and 3 game designers in **5 months**. VR Party Game as cops.

4/2017 - 7/2017

**Raspberry Pi 2 API**

[Site](#)

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