

Looking for a 6 month game development internship

Starting from August or September

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https://synetich.itch.io

Pf : synetichollow.github.io/index.html

Adrien DARCEL

Final-year IT Science & Network Engineering student (ENSISA, FRANCE);
Also a final-year Game Development Master student (UQAC, Quebec,CANADA).



Academic projects (More infos on my portfolio)

- 2022 • **Panic! At The Restaurant - UQAC + personnal project**
<https://synetich.itch.io/panic-at-the-restaurant>
A game project I've developped on Unity (C#).
It's a 3D cook and panic game with a top down point of vue, with local co-op.
My ambition was to develop a funny game people could play with their friends from 1 to 4 players in a «Overcooked» kind of game.
I've developed all of the game's features & mecanics, the 3C, as well as the animations & menu designs.
- 2021 • **Under The Dam - UQAC**
A game project developped on Unity (C#) in a team of 4 developers.
It's a 2D point&click / strategy / management game about a beaver's colony wanting to take revenge on humans. To do so they'll need to gather ressources and attack villages.
I've worked on the beaver's ressources inventory side and the impact ressources have on beaver's and human's mood which leads to the game's win or loss.
I've also worked on some of the visuals showing human's and beaver's respective mood.
- 2021 • **Gym Helper (Workout mobile app) - UQAC + personnal project**
Mobile app project I've developped that aims to help people managing their gym trainings
It has a calendar with your personal trainings, a complete documentation and informations of existing exercises you can add to your personnal trainings, a recording of the weights and series/repetitions of your exercises and an history of your previous training sessions.
Developed on Android Studio in KOTLIN and XML using Firebase for the data storage part (Firestore)
- 2021 • **Web application for land management - ENSISA**
Project of land management web app. It loads a map using MapBox plugin on which we can create 3D buildings by drawing and extruding polygons on existing lands. The app can also detect if the land belongs to the user gives feedback if the building is out of bounds (React/Js/HTML/Json)
- 2020 • **HomeKeeper - ENSISA**
Mobile app project that aims to help groups of people living together to manage chores with a gamification system to make it more appealing. Developped on Android Studio in JAVA and XML.



Skills

IT

Softwares : Unity, Unreal Engine, Visual studio, Android Studio, Eclipse, Anaconda, Office tools, Adobe tools, Firebase

Language : C#, Python, Java, Javascript (NodeJS), Kotlin, HTML, Unix/Shell, C++, C, SQL (& noSQL)

Languages

French : Mother tongue

English : C1- Bilingual (TOEIC : 985/990)

Oral / Written autonomy

Multiple trips and english speaking contacts

Spanish : B1, good knowledge

Cross-cutting skills

Team spirit, enterprising, voluntary, rigorous, wishing to progress in the field of video games



Professional experience

- July - August 2020 • **IT Software development - Engineer internship (1 month)**
QUADRA SAS (ARCAD Software) Company - Aubenas, FRANCE
Missions : Analysing and development of a plugin through API code writing (JavaScript) on the company's ERP to link it with their other softwares (JIRA , Microsoft 365 tools) and websites.
Experience :
- Development of a plugin using NodeJS and HTML to handle customer's support requests linking JIRA and the ERP (Akuiteo)
- Development of a web page reporting customer's data on the company website.
- August 2018, 2019, 2021 • **Tech assistant- Summer job (3x 1 month)**
Public Swimming pool « La Perle d'Eau » - Syndicat Mixte de l'Ardèche Méridionale - Lablachère, FRANCE
Contract agent replacing an agent on annual leave
Missions : Maintenance and upkeep of the aquatic complex. Control, measurement and adjustment of water quality (pH)
- July - August 2016 • **Grocery Store employee - Summer job (2 months)**
Grocery Store Netto - Lablachère, FRANCE



Studies

- 2021 - 2022 • **Double diploma : Master's degree in computer science with focus on Game Development**
Université du Québec à Chicoutimi (UQAC) - Saguenay, Québec, CANADA
Game development, game engine, mobile development (android), AI (neural networks), data mining, image processing, IT project management.
- 2019 - 2022 • **IT & Network engineer**
École Nationale Supérieure d'Ingénieurs Sud Alsace (ENSISA) - Mulhouse, FRANCE
Object-oriented development, algorithm and data structure, software development, web development, network (cisco), routing, OS, AI, data mining, image processing, project management, mathematics & engineering sciences.
- 2016 - 2019 • **Preparatory school (INSA)**
École Nationale Supérieure d'Ingénieurs Sud Alsace (ENSISA) - Mulhouse, FRANCE
IT and Engineer sciences
- 2016 • **High School Diploma**
Lycée Marcel Gimond - Aubenas, FRANCE
Physics-Chemistry Specialty
Obtained with advanced english class degree



Hobbies

Motorcycle riding (Track, MX, Enduro)
Music (Drummer)
Video games
IT : Video Editing, Game Development



Volunteering

Member of «Sport Moto Passion» association organizing motorcycle track days since 2013