Taiki HAGIWARA

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GAME PROGRAMMER (internship from July 2015)

WORK EXPERIENCES

- o Unity3D programmer and integrator at MyCloud3D (10 months, internship)
    - Integration of 2 buildings with over 60 apartments (each can be visited through a webplayer)
    - Room colors customization system for a virtual hotel of Fortuna Reality in New York
    - Other undisclosed projects with similar features and controls programming for every project
- o QA Tester at Koalabs Studio (4 months, internship)
- o Internship at GAME France (retail shop)

SKILLS

- o Programming languages: C#, C++ (OpenGL, CUDA)
- o Game Engines: Unity3D, Unreal Engine 4
- o Game Design: gameplay loop, 3C, RGD/RLD, bottom-up design…
- o Misc: Visual Studio, AS3, HTML/CSS, Photoshop, 3DS Max, Tortoise SVN, Substance Designer, Scrum, SWI-Prolog, OpenCV, Java, UnrealScript, Illustrator, Sony Vegas/Adobe Premiere, ProTools/Adobe Audition/Audacity, MS Office (Word, Excel & PowerPoint)
- o Languages: fluent in French (native), Japanese (native) and English (975 on TOEIC)

MAIN PROJECTS (SCHOOL)

- o *Ubisoft Montreal Game Lab Competition* (in development) – Online cooperative game made with Unity3D (gameplay programmer)
- o *Disastercraft Simulation XL* – Crowd simulator prototype made with Unity3D (UI programmer)
- o *Glow* – Multiplayer FPS made with Unity3D (gameplay programmer, UI programmer)

EDUCATION

- o **Master's Degree in Computer Science** (3037 program) at UQAC in Québec, Canada / **Master of 3D Computer Graphics and Video Games Engineering** at ESGI in Paris, France, graduating in 2015 (exchange program)
  Courses: C++, OpenGL, mathematics for 3D graphics, game engine programming, algorithms, AI…
- o **Bachelor of Game Design** at ICAN in Paris, France, graduated in 2013
  Courses: game design, gameplay programming (Unity3D C# scripting and AS3), 3D modeling…

HOBBIES AND INTERESTS

- o Favorite games: *Assassin's Creed*, *Call of Duty* (2 and 4), *Total War: Shogun 2*, *Splinter Cell*, *Grand Theft Auto*, *Hitman: Blood Money*, *Mirror's Edge*, *Super Mario 64*, *Portal*…
- o Musical instruments: guitar and violin