

Taiki Hagiwara - Game Programmer

Paris, France

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Work Experience

- **Gameplay programmer** at [Ubisoft Paris Mobile](#) (July 2015 - Current)
 - *City of Love: Paris* – Romantic visual novel set in Paris
 - *Assassin's Creed Pirates* – Mobile game based on *Assassin's Creed IV: Black Flag*
- **Programmer and Unity3D integrator** at [Realiz3D](#) (October 2013 - July 2014)
 - Architecture visualization projects
- **QA Tester** at [Koalabs Studio](#) (February 2013 - June 2013)
 - *Syberia 1&2* (remastered mobile & console versions)

Skills

- Programming languages: C#, C++, Lua, Java
- Game Engines: Unity3D, Unreal Engine 4
- Game Design: gameplay loop, 3C, RGD/RLD
- Misc: Scrum, versioning (Git, Perforce, SVN), 3DS Max, Photoshop, Illustrator, Substance Designer, SWIProlog
- Languages: fluent in **French** (native), **Japanese** (native) and **English** (975 on TOEIC)

Education

- **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
both graduated in 2015 (exchange program)
 - *Somewhere Beneath The Sea* – Online cooperative game made with Unity3D (Ubisoft Montreal Game Lab Competition 2015)
- **Bachelor of Game Design** at [ICAN](#) in Paris, France, graduated in 2013
 - *Glow* – Multiplayer FPS made with Unity3D (graduation project)

Hobbies

- Video games: Rainbow Six, PUBG, XCOM 2, Super Smash Bros., Persona 5, GTA, Hitman, Assassin's Creed, Total War: Shogun 2, Super Mario (64, Sunshine & Odyssey), Zelda BotW, Call of Duty...
- Music: violin & guitar