Taiki Hagiwara - Gameplay Programmer

Paris, France

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Work Experience

- **Senior Gameplay Developer** at **Voodoo** (March 2019 - Current)
- **Gameplay Programmer** at **Ubisoft Paris Mobile** (July 2015 - March 2019)
  - *Spinny Gun* and *Ballz Rush* – Arcade games published by Ketchapp
  - *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** at **Realiz3D** (October 2013 - July 2014)
  - Architecture visualization projects on Unity3D
- **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, 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