



Youen CORBEL

Junior Gameplay Programmer

Projects

Dust and Aliens - FPS - Unreal Engine

- 3C, movement with state machine
- Tutorial mechanics, LevelManager
- Steam implementation, achievements and workshop

UnityTools

- EditCondition (inspired by Unreal)
- SerializableDictionary (editable Dictionary in inspector)
- PreviewGenerator (generates sprites from prefabs)

Hacknet Remake

- C++ remake of the game Hacknet

AI Sorter

- AI controlled character that throws away garbages

Courses

2021 - 2023

Objectif 3D

Montpellier (34)

Bachelor Gameplay Programming

- Software, engine and gameplay development
- 3C, AI, Animation, Interface, Editor, Tools

2019 - 2020

IUT

de Lannion (22)

Licence Professionnelle Intégration des Systèmes Voix et Données

2017 - 2019

Lycée Félix le Dantec

Lannion (22)

BTS Systèmes Numériques : Informatique et Réseaux

Other jobs

2019 - 2020

Sill Entreprises

Apprenticeship - Plouvien (29)

IT Technician

- System update service
- Deployment and configuration of Cisco switches

05/2018 - 08/2018

Le Télégramme

Fixed-term contract - Morlaix (29)

IT Technician

- Configuration of os, softwares and drivers deployment system

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🏠 Sainte-Sève (29600)

🚗 Personal vehicle

📅 24 years old

Skills & Softwares

- C++, C#, Python
- Unity Engine
- Unreal Engine
- OpenGL, Qt
- GitHub, Perforce, CMake
- HTML, CSS, PHP, SQL

Languages

- French (Native)
- English (Technical)

Interests

- Music
- Cinema
- Football
- Basketball
- Video games

Links

