Thibault Eynard

Game Developer

> " The simplest explanation is usually the best one "
> Occam's razor

Email
thibault.eynard@pm.me

Website
thevonkanar.github.io/portfolio/

Phone
(+33) 06 75 48 78 47

Address
Paris, France

Socials

Linkedin
thibault-eynard-37128144

Languages

French
Native

English
Fluent

Random Facts

Spent a sabbatical year travelling in New Zealand

Collect weird rubber ducks

Fascinated by traffic cones

Latest projects

Endless Dungeon
Blend of roguelite, tactical action, and tower defense set in the Endless Universe
🔗 https://youtu.be/x5rvxUoYFDY

Endless Legend 2
Fantasy turn-based strategy game (4X) set in the Endless Universe
🔗 https://youtu.be/x5rvxUoYFDY

Experience

Aug 2015 – Current 📍 Paris, France
Senior UI Programmer
Amplitude Studios
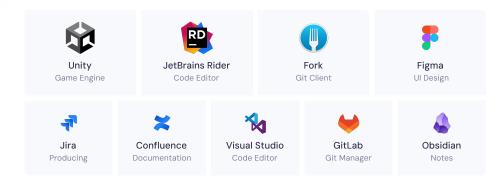- UI programming
- In-house UI framework development & maintenance
- Tools programming
- Gameplay/3C programming

Jan 2014 – Jul 2015 📍 Paris, France
Application Developer
Persistant Studios
- Part-time work-study contract
- Mobile applications (Unity/C#)
- Serious games (JS/HTML/CSS)

Feb 2013 – Jul 2013 📍 Paris, France
Frontend Developer
Prochéo
- Internship
- Web integration (HTML/CSS)
- Plugin development (JS)
- Tablet development (Android & iOS webviews)

Skills

Development

| C# | Unity | DOTS, UITK, Inputs, etc... | Rust | HTML | CSS |
| | | | | | JS/TS |

Design

| UI Design | Design System | Game Design |

Tools

Unity
Game Engine

JetBrains Rider
Code Editor

Fork
Git Client

Figma
UI Design

Jira
Producing

Confluence
Documentation

Visual Studio
Code Editor

GitLab
Git Manager

Obsidian
Notes

Education

ISART Digital

Game Design & Programming – Master's Degree
Aug 2015