



THOMAS LEGAL

Gameplay Programmer

Currently looking for an **internship** between **July** and **December** 2022 to complete my training as a 3rd year **student** in video game development and make good use of my skills on a much larger scale.

EXPERIENCES

MAKINA - October 2021 to present - 7

- Asymmetrical Gameplay Programming (PC & VR)
- Network Programming between PC & VR
- Game Design on both platforms

THE LAST TRINITY - May to June 2021 - 8

- Gameplay Programming 3C (Third-Person)
- Procedural Puzzle Programming
- Gameplay Programming AI

GAME JAMS as a programmer

- Hyteresis
 - Optimized Level Building Tool & Personalized Physics
- Oh My God ! It's Human-Eating Cakes !
 - Procedural Infinite Levels
- Hell Factory
 - Learned Unity 2D

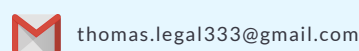
SOFTWARE



LANGUAGES



CONTACT



thomas.legal333@gmail.com



06 52 67 22 89



Thomas "Blue" Legal



thomaslegalportfolio.com



Blue_GD

EDUCATION

ETPA - 2019 - 2022

VIDEO GAME CONCEPTION &
REALISATION BACHELOR
Specialization in
Programming

SKILLS

Teamwork
Versatility
Fast Learning
Adaptability
Analytic

HOBBIES



Tabletop Role-playing
(Dungeon Master)



Comics
(Franco-Belgian)



Board Games
(Hidden roles)



Hip Hop
(Alternative)