THOMAS DALLARD

Game Programmer

Attracted by logic,

I found my passion in algorithms, code architecture and mathematics. Always listening, I want to improve my skills and knowledge to found my own company in the future.

CONTACT

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SKILLS

Domains

Engine Tools 3D Rendering Networking Multithreading ΑI **UI Programming** **Tools & Softwares**

Unreal Engine Unity 3D OpenGL / Vulkan Git / Perforce Trello

Programming Languages

C / C++ C# / Java GLSL / HLSL **Python**

Languages

French: Native

English: Professionel proficiency Japanese : Intermediate level

PROJECTS

Undercover

2022 - Present

Network Developer

Managing the replication of a multiplayer game, as well as the setup of a server on AWS and with LAN.

ARE

2021 - Present

Rendering Programmer

Creating a rendering engine and its entire pipeline with Vulkan. Tutorials available on Youtube.

RTS Project

2022

Al Programmer

Invented a decision-making system for the strategic and tactical layer for the AI of a RTS Game, and presented it during the GT IA conference.

GP Engine

2021 / Jan-Jun

Engine Programmer

Founded a 3D game engine from scratch with an editor and a game to test it. Made the serialization (scenes, prefabs, inspector generation), 3D skeletal animations, hot reload, and the project l'architecture (dll etc).

EXPERIENCE

Hawkswell

2022 - Present

Unreal Engine 5 Tools & Engine Developer

Creating tools and improving the editor to extends its functionnalities to improve the workflow of other programmers and designers.

Hyperseries Syloe

2022 / Jan-May

Unity UI Programmer

Managed the UI and its architecture, its optimization (canvas, batches...), and helped integrating apis (facebook, twitter) and parsing json.

Isart Digital 2020 / Aug

Sandbox Assistant

Taught C to students by helping them doing exercises and grading their code.

EDUCATION

2019 - 2023

Lead Developer Master Isart Digital

INTERESTS

Games

Minecraft Among Us Chess

Japanese Culture

Light Novels Anime Mangas Visual Novels **Sports**

Aikido Judo