

Antoine Foucault

GAME PROGRAMMER

Portfolio / itch.io



Hauts-de-France (59)

Available everywhere in France



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Game Programmer who likes creating fun and polished experiences for players in a team or as a solo developper, with an attraction for art and design.

I'm looking for a 6 month internship from June 2026.

STUDIES

2024 - 2026 (Current)

Master at Piktura, Roubaix

Master's Degree in Digital Production

Video Game Option, specialized in Programming

Master End Project - Cattac

- 3D Coop-Puzzle game made in 2 years by 6 people

- **Role:** Only programmer, Lead

2021 - 2024

Licence at Piktura, Roubaix

Digital Designer and Director

Video Game Option, specialized in Programming

Bachelor End Project - Blown Away

- 3D Platformer made in 1 year by 6 people

- **Role:** Only programmer, Lead

SKILLS

- **Game Programming** (C#, C++, OOP)
- **Experience with Unity** (+4 years)
- **Knowledge of other engines** (Unreal Engine, Godot, Game Maker...)
- **Version Control** (Git)
- **English** (B2), **French** (Mother tongue)
- **2D/3D Art** (Photoshop, Aseprite, Blender...)
- **Web Front-end programming** (Javascript)

HOBBIES

- Mathematics (Mentoring)
- 2D Art (Pixel Art)
- Music (Piano)

EXPERIENCES & PROJECTS

2022 - CURRENT • GAME JAMS

Solo Developper

- [Brackeys Game Jam 2025.1](#)
 - #20 among 2200 games
- [GMTK Game Jam 2024](#)
 - Puzzle game
 - #18 among 7000 games
- [GMTK Game Jam 2023](#)
 - Sokoban
 - #89 among 7500 games

In a team

- | | |
|----------------------|--------------------|
| • Puzzle mobile game | • Point 'n click |
| • Top Down Shooter | • VR Game |
| • 2D & 3D Platformer | • 2D Runner |
| • Rhythm Game | • JRPG |
| • Golf Game | • Incremental Game |

2025 • DOBOX

Game developer

- Games and musical interactions prototyping.
- MIDI Instruments .mid and .sf2 files support for Unity games.

2024 • ABSURD DOLPHIN

Game developer

- Video Game Developpment on Unity
- Prototyping, features implementation, communication with a team.

2023 • STARTMEUP

Front-end Developper

- Websites creation, in a small scale, using HTML/CSS/JS, React and Next.js.
- UI/UX Design for a mobile application in a team