Louis Vogel

Junior Gameplay Programmer

After a year of experience in an independent studio and 8 months working in a serious game studio, I am looking for a position to continue my career in video game development.

Contact

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- ✉ lsvgel@gmail.com
- 📍 Bordeaux, France
  Willing to work abroad
- in Linkedin

Webfolio

- 🌐 Website
- ⬤ Github

Skills

- C++
- C#
- Unity
- Unreal
- HLSL
- Python
- Software tools (Git, Subversion, Jira)

- 3D Modeling
- Texturing

Languages

- Native French
- English C2
- German A2

References

Tristan LeBouffant
Sentry Games
Email : tristan.lebouffant@gmail.com

Hobbies

- Rock Climbing (Bouldering)
- Krav Maga
- Guitar

Work Experiences

Serious Games Development
2025–2026

Apperture Bordeaux

Unity C# Unreal C++ Creation of serious games for various order projects. At first as an internship, then as a hire.

Gameplay Programmer
2022 - 2023

Sentry Games

Unity C# Teamwork on several game projects. Prototyping and implementation of full systems and features.

Assistant Gameplay Programmer
2021

Farsight VR Rennes

Unity C# WebGL R&D internship and feasibility study on Unity project to respond to calls for tenders.

Projects

Viscera ⬤
2024 - 2025

Unreal C++ End of M2 project. Hack N' Slash with melee combat and a fast-FPS character controller.
Role: Gameplay programmer

Ex Silentio ⬤
2023 - 2024

Unity C# End of M1 project. Puzzle and exploration game.
Role: Gameplay & tools programmer

OBEC ⬤
2021 - 2022

Unity C# Prototyping and development of a vertical slice at Sentry Games, an independent studio in Rennes, France.
Role : Gameplay programmer

Education

Master in Video Games and Interactive Media, Programming course
2023–2025

Cnam - ENJMIN, Angoulême

Learning of advanced programming concepts, and work as a team on video game projects.

Designer Developer of Video Games and Interactive Medias degree
2019–2022

3Axes Institut Rennes, RNCP 6

Learning 3D and programming.
Working on group video game projects.