

Louis Vogel

Junior Game Programmer

After working for a year in an independent studio, I am looking for an internship as a gameplay programmer to further improve my skills in this field and complete my Master's degree.

Contact

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-  Angoulême, France
-  [Linkedin](#)

Webfolio

[Website](#)

Skills

- C#
- C++
- Unity
- HLSL/GLSL
- Python
- Software Tools (Git, Subversion, Jira)
- Modeling
- Texturing

Languages

- French (native)
- English C2
- German B1

References

Tristan LeBouffant

Sentry Games

Email: tristan.lebouffant@gmail.com

Vincent Barué

NADK

Email: v.barue@reveal-lab.io

Hobbies

- Rock Climbing
- Krav Maga
- Guitar

Experiences

Game Development Internship

2024

NADK

Creation of a single-player game prototype to meet customer expectations. Nature of the product under NDA.

Gameplay Programmer

2022 - 2023

Sentry Games

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

Programming Internship

2019

Farsight Rennes

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

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, Titre RNCP 6

Learning 3D and programming.

Working on group video game projects.