

# Louis Vogel

## Junior Gameplay Programmer

After a year of experience in an independent studio and an end-of-year internship as a Gameplay Programmer, I am looking for a position to continue my career in video game development.

I am available starting September 8, 2025.

## Contact

-  +33 7 82 71 38 14
-  [lsvgl@gmail.com](mailto:lsvgl@gmail.com)
-  Bordeaux, France  
Willing to work abroad
-  [Linkedin](#)

## Webfolio

-  [Website](#)
-  [Github](#)

## Skills

- C#
- C++
- Unity
- Unreal
- HLSL
- Python
- Software tools (Git, Subversion, Jira)
- 3D Modeling
- Texturing

## Languages

- English C2
- German A2

## References

**Tristan LeBouffant**  
Sentry Games  
Email : [tristan.lebouffant@gmail.com](mailto:tristan.lebouffant@gmail.com)

**Vincent Barué**  
NADK  
Email : [v.barue@reveal-lab.io](mailto:v.barue@reveal-lab.io)

## Hobbies

- Rock Climbing (Bouldering)
- Krav Maga
- Guitar

## Work Experiences

**Serious Games Development Internship** 2025  
Apperture Bordeaux

**Unity C# Unreal C++** Creation of serious games for various order projects.

**Game Development Internship** 2024  
NADK

**Unity C# WebGL** Handled all aspects of prototyping a game (programming, art, audio, etc).

**Gameplay Programmer** 2022 - 2023  
Sentry Games

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

**Programming Internship** 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 currently under development.  
Fast FPS with melee combat.  
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.