VICTOR LACOMBE

20 years old
Programmer C#,C++

CONTACT

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- Portfolio
- Linkedin
- Itch
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DEGREE

Master Game Programming
IIM - Paris
2022 - 2026

1 st Year
ISART - Paris
2021-2022

SKILLS

C#, C++ (4 years)

Git (4 years)

SFML (1 year)

Raylib (2 year)

Unity (4 years)

Unreal Engine 5 (3 years)

OenGL (5 month)

Design Thinking

Jira, Excel (Organisation)

Java / Swing (4 month)

Godot (3 month)

EXPERIENCE AND PROJECTS

GAMEPLAY PROGRAMMER C# - UNITY MULTIPLAYER

3 MONTH SOLO PROJECT 2025

Steamworks
Low Level Networking
Data Serialization
Peer to peer architecture
Solo project management

GAMEPLAY PROGRAMMER C# - UNITY MOBILE PROJECT

4 MONTH STUDENT PROJECT 2023

Mobile input system (Drag & drop, Multitouch)
C# Events (Architecture Man in the middle)
Tools for Game Designer
Google Play Submision and Achivement
Card Data Manager
Smooth Animations (DOTween & Animation Curve)

GAMEPLAY PROGRAMMER C# - UNITY COUCH GAME

6 MONTH STUDENT PROJECT 2024

Local Multiplayer
Movement State Machine
Interaction System
Tools Developpement
Camera Behavior

JAVA SOFTWARE INTERN - INRAE

5 MONTH 2024

Scientific Software
Java Swing
Prototyping
Solo project management
App developement
Data engineering
Graph Rendering

GAMEPLAY PROGRAMMER C++ - SMFL PROJECT

1 MONTH STUDENT PROJECT

Circle to Line Collisons
SFML usage
Project Architecture
Death Menu

HOBBIES

3D Printing

Image Generation using Stable Diffusion (AI)

Video Game Marketing

Climbing

LANGUAGES and TRAVEL

Cambridge English Level B2 - TOEFL Level B2

Euro Section Trips:
South Africa, Ireland, China

Personal Trips:
United States, Canada