



VICTOR LACOMBE

20 years old

Programmer C#,C++



CONTACT

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📁 [Portfolio](#)

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DEGREE

Master Game Programming

IIM - Paris

2022 - 2026



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

MULTIPLAYER 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 Submission 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 Collisions

SFML usage

Project Architecture

Death Menu



HOBBIES

3D Printing

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