

# VICTOR COUTURIEUX

Objective :  
*Gameplay Programmer*

## CONTACT DETAILS :

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Angoulême (France)

## PORTFOLIO :



[victorcouturieux.github.io](https://victorcouturieux.github.io)



[victorcouturieux.itch.io](https://victorcouturieux.itch.io)



[Victor Couturieux](#)

## SKILLS :

- Unreal - Unity - Godot
- C/C++ - C# - Java - Python
- OpenGL - GLSL
- Conception UI/UX Design
- Network API (Photon Unity Networking)
- GIT & Perforce
- Anglais (B2) Linguaskill

## HOBBIES :

- Game Jam Participation
- Instrumental practice in orchestra (drums, piano)
- Creating electronic music available on SoundCloud.
- Rowing at a sports club
- Medieval combat and historical reenactment

## PROFESSIONALS EXPERIENCES

### Gameplay Programmer Intern

**Bulwark Studios :**

mar. 2024 - aug. 2024 (6 month)

- Working within a 20-person studio and a team of 6 programmers using the **Unity** engine for the production of the game **Warhammer 40000 : Mechanicus II**.

Missions :

- Setting up gameplay content (Unit Skills and Advantages) in collaboration with the Game Design team.
- Collaborating with the Art/Animation/Rigging team to organize the integration of graphical content and User Interface (UI) features.
- Creating a tool that integrates narrative elements into the game's story structure, considering text localization, in collaboration with the Game Design team.



### Student Game Developer - Final Year Project

**ENJMIN (Master JMIN) :** oct. 2023 - féb. 2024 (4 month)

- Developed as part of my studies at ENJMIN in collaboration with seven other students, some of whom were native English speakers.
- Designing a turn-based gameplay featuring characters on a hexagonal grid, developed using **Unreal Engine**.

### Volunteer Serious Games Developer

**CNAM paris :** oct. - nov. 2021 (2 month)

- For Emotion Research-Focused Serious Games, creating an in-situ game based on electronic devices that adapts in real-time to the player's emotions. Work done with **Unity**, an Arduino controller, and physiological data sensors.
- Missions : Organizing event trigger systems for the game's narrative. Managing electronic, sound, and light devices. Setting up data acquisition from physiological sensors.

### Junior Software Engineer

**IMPACT :** avr. 2018 - oct. 2021 (3 years)

- Software programmer in the Defense sector. Worked with **Java** and **C++** in an Agile management environment (Scrum) with Test-Driven Development.
- Missions : Development of software modules within a digital geographic information system (SIG). Implementation of interoperable communication interfaces compatible with military hardware.

## FORMATIONS

**CNAM ENJMIN : Master JMIN**

Angoulême (2022 - 2024)

**CNAM ENJMIN : Engineer student**

Angoulême (2018 - 2021) in apprenticeship

**Franche-Comté University : IT Pro. Licence**

Besançon (2017 - 2018)

**Belfort-Montbéliard University : IT Degree**

Belfort (2015 - 2017)

## VIDEO GAME ACHIEVEMENT

Through the Snow : Walking sim (**Unreal Engine**)

Managing character controller integration with interactive snow effects and implementing various camera follow behaviors for the character.

Adelia Rush : Multiplayer Cooperative Network Game (**Unity**)

Organizing the network communication architecture of the game and managing the synchronization of information between online players.



**Jérémy GUERY**

Co-gérant

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Gond-Pontouvre, June 24, 20224

**Subject: Letter of Recommendation for Victor COUTURIEUX**

To Whom It May Concern:

I am pleased to recommend Victor COUTURIEUX for the position of Gameplay Developer.

Victor worked for six months as a Gameplay Developer on a project in production within the development team. His mission was to integrate various gameplay features as well as engine tools to facilitate content integration by the Game Design team.

Victor quickly took on a project that had already been in development for a year and a half, becoming familiar with its complex code architecture. His technical proposals helped advance the project's architecture in the right direction.

Furthermore, Victor joined a team of 20 people, integrating into the workflow without difficulty and becoming productive quickly.

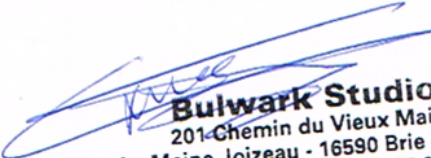
It was a pleasure to work alongside him, but unfortunately, we were unable to offer him a contract due to production and funding reasons. Therefore, for the reasons mentioned above, I highly recommend Victor, who will certainly be an asset to your current productions.

I am happily available for contact if you wish to discuss Victor's recommendation further.

Sincerely,

**Jérémy GUERY**

Co-gérant



**Bulwark Studios**  
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SARL au capital de 10 000 €  
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