

VICTOR COUTURIEX

Gameplay Programmer

CONTACT DETAILS

+33 (0)6 069 340 95
victor.couturieux@gmail.com
France - Ready to relocate

LINKS

-  [victorcouturieux.github.io](https://github.com/victorcouturieux)
-  victorcouturieux.itch.io
-  [Victor Couturieux](https://www.linkedin.com/in/victorcouturieux/)

SKILLS

-  Unreal -  Unity -  Godot
- C/C++ - C# - Java - Python
- OpenGL - GLSL
- Network API: AWS / EOS / Photon
- GIT & Perforce
- UI/UX Design Sensibility
- Task Management tools knowledge
- English (B2) Linguaskill
- French (Native)

HOBBIES

- Game Jams
- Drums & Piano in orchestra
- Electronic music (on SoundCloud)
- Rowing in a club
- Medieval Combat
- Historical Reenactment

EXPERIENCE

Gameplay Programmer (Engineer)

RAZING Studios - Unannounced game project

7 month (Feb. 2025 - Today) Current job

Work as solo programmer using Unreal and AWS Network API in a 5-person studio (Amiens, France)

Gameplay Programmer

Bulwark Studios - [Warhammer 40000: Mechanicus II](#)

6 month (mar. - aug. 2024)

Internship within a team of 6 programmers using Unity in a 20-person studio (Angoulême, France)

Game Developer

ENJMIN (Master JMIN) - [A Celts Ode](#) (Master's Project)

4 month (oct. 2023 - feb. 2024)

- Developing a turn-based game featuring characters on a hexagonal grid using **Unreal Engine**. (Angoulême, France)
- Developed in collaboration with 7 other students, some of whom were native English speakers.

Game Developer

CNAM Paris - Cédric Laboratory - *Souffle-Court project*

2 month (oct. - nov. 2021)

Emotion Research-Focused Serious Game: In-situ game with electronic devices adapting to the player's emotions in real-time.

Tech: Unity, Arduino controller, physiological data sensors.

Junior Software Engineer

IMPACT - [SAS-Impact.fr](#)

3 years (avr. 2018 - oct. 2021)

Software programmer in the Defense sector. Worked with Java and C++ in an Agile management environment (Scrum) with Test-Driven Development.

FORMATION

CNAM ENJMIN: Master JMIN - (2022-2024)

CNAM ENJMIN: Engineering degree (apprenticeship) - (2018-2021)

Franche-Comté University: Bachelor's degree in IT - (2017-2018)

Belfort-Montbéliard University: Tech. degree in IT - (2015-2017)

SIDE PROJECTS

 [Through the Snow](#) - Walking sim (**Unreal Engine**)

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

 [Adelia Rush](#) - Multiplayer Cooperative Network Game (**Unity**)

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

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HYVE (Unannounced project)

RAZING Studios - [View page](#) ↗

Role: Gameplay Programmer (Engineer)

Context: Full-time employee, Solo programmer, 5-persons studio

Stack: Unreal Engine, AWS Gamelift, Perforce, C++

Methods: Client/Server Network, Command pattern, Entities, Controllers

Missions:

- Gameplay content: Network structure with AWS and GameLift plugin, Design of network communication between players and the server
- Implement game mechanic for prototype and vertical slice: abilities system, game loop control, asset integration, player controls.
- Set up Perforce version control on NAS (Debian) server with ZFS service.



Warhammer 40000 : Mechanicus II

Bulwark Studios - [View Steam page](#) ↗

Role: Gameplay Programmer

Context: Internship, 20-persons studio, team of 6 programmers

Stack: Unity, Odin Inspector, xNode, DoTween, Rider, C#

Methods: Entity Component, Singleton, Observer, Command pattern

Missions:

- Unit Skills and Advantages, collaboration with Game Designers
- Integration of graphical content and User Interface (UI) features, Collaborating with the Art/Animation/Rigging team
- Creation of a tool for narrative elements integration with text localization into the story structure, collaboration with Game Designers



A Celts Ode

ENJMIN (Master JMIN) - [View Itch.io page](#) ↗

Role: Game Developer

Context: Master's Project, 8-persons team, 2 programmers, full english

Stack: Unreal Engine, C++, Inkpot narrative scripting

Methods: Singleton, Observer, custom hexagon grid

Missions:

- Character Actions, turn-based system, On-grid decal system
- Inkpot narrative scripting integration, dialog system creation,



Souffle-Court

CNAM Paris - Cédric Laboratory

Role: Game Developer

Context: In-situ Emotion Research-Focused Serious Game

Stack: Unity, Arduino controller, physiological data sensors

Methods: Singleton, Observer

Missions:

- Narration System, Arduino/Unity Connection
- Data acquisition physiological sensors in real time