VICTOR COUTURIEUX

Internship Objective :
Gameplay Programmer

CONTACT DETAILS :

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PORTFOLIO :

victorcouturieux.itch.io

VictorCouturieux

PROFIL :

- *Passionate - Persevering*
- *Autodidact - Autonomous*
- *Team working*
- *English speaking*

HOBBIES :

- *Computer watch and learn*
- *Participaetion in the Game Jam*
- *Instrumental practice in orchestra (drums, piano)*
- *Conposing electronic music on SoundCloud*
- *Kendo (Japanese Martial Art)*
- *Medieval fight and historical reconstruction*

SKILLS :

- C/C++ - C# - Java - Python - HLSL
- GUI Builder & UI/UX Design Conception
- Software Architecture - Design Patterns
- Geographic Information Systems (GIS)
- Network API
- Test-Driven Development (TDD)
- Version management software (GIT - Perforce)

PROFESSIONALS EXPERIENCES :

Volunteer developer on the game : Souffle-court
CNAM paris : oct. - nov. 2021 (2 month)
- In situ game, relying on electronic devices, that adapts in real-time to the player's emotions.
- Work in Gameplay development on Unity.

Engineer student in apprenticeship at Orléans
IMPACT : apr. 2018 - oct. 2021 (3 years)
- Programmer on "Delta Suite" software in the defence sector.
- Work in UI Customisation, Geographic Information Systems (GIS) and communication systems

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
Snow bruch interaction, Camera behaviours

Better Late Than Basic : Racing game
Game loop, Camera behaviours

Eat your vegetables : Game Jam
Game loop, Objects spawning system