VICTOR COUTURIEUX
Gameplay Programmer

CONTACT DETAILS

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

LINKS

victorcouturieux.github.io

victorcouturieux.itch.io

Victor Couturieux

SKILLS

Unreal - Unity - Godot

C/C++ - C# - Java - Python
OpenGL - GLSL
Network API: Photon Unity
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

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)

RELEVANT 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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PROFESSIONAL PROJECTS

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
Missions:
- Gameplay content: Unit Skills and Advantages, UI Integration, Dialog UI System, 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, Inkpot narrative scripting
Methods: Singleton, Observer, custom hexagon grid
Missions:
- Character Actions and Conditions, turn-based system, Main menu, UI features & integration, Exploration interactions, On-grid decal system
- Inkpot narrative scripting integration, dialog system creation, interactable event through text

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, Event trigger system, Arduino/Unity Connection
- Data acquisition physiological sensors in real time
- Electronic, sound, and light devices management

SIDE PROJECTS

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Adelia Rush 🔗 - Multiplayer Cooperative Network Game **(Unity)**
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BULWARK
S T U D I O S

Jérémy GUERY
Co-gérant
144 Route de Vars
16160 Gond-Pontouvre
06 89 49 85 17
jeremy@bulwarkstudios.com

Gond-Pontouvre, June 24, 20244

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

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SARL au capital de 10 000 €
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N° CEE FR 33 789 518 412