

Vincent DEVINE

Gameplay Programmer

Contact

Mail: vincentdevine.pro@gmail.com

Portfolio: <https://vincent-devine.github.io/>



Skills

Languages:

C++, C#, C, Python, Java
GLSL, SQL, Bash

Software:

Unity, Unreal Engine 4/5,
Visual Studio
Android Studio

Libraries:

OpenGL, Vulkan, Raylib
ImGui, GLM, FMOD
PhysX, Assimp

Versioning:

Git (GitHub, GitLab)
Subversion (SVNTortoise)
Perforce (P4V)

Languages

French:

Native language

English:

Good working knowledge

Japanese:

Basic working knowledge

Hobbies

Video games:

FPS, RPG, Card Games

Community life:

Respect Zone, ESart Phoenix

Reading:

Manga, Comics
Fantasy novel

Egyptology:

History, Architecture,
Mythology

Work Experience

- **Junior Gameplay Programmer** (TKorp) - 09/2023 - 07/2024 (10 months)
Internship. **Multplayer VR** game development.
Work on educational games on **PICO** VR headset with **Unity**
- **Junior Programmer** (Provence Nature Développement) - 2023 (3 weeks)
Internship. **Analysis** and **implementation** of a project management method for **git**
- **Animator** (Respect Zone) - 2022/2023 (2 weeks)
Voluntary work. **Animator** at the Respect Zone stand during the Paris Game Week
- **Software Programmer** (Le Groupe Nicollin) - 2020/2021 (1 year)
Work-study program in autonomy. **Redesigning** a management **software** for cases treated by the industrial tribunal
- **Wireless Technician** (Liebig) - 2019 (2 months)
Internship in autonomy. **Updating technical documentation** for a wireless network installation.

Projects

- **Gameplay Programmer** (Save The President) - 2 weeks / teams of 4
TPS infiltration game on **PC/PS4** with **Unreal Engine 4**
Blueprint/C++, Optimization, Build console, A.I. (Behavior Tree)
- **Gameplay Programmer** (Roller Rush Street Shift) - 1 month / teams of 10
2.5D Racing game on **PC** with **Unity**. Created a game in collaboration with Game Designers and a Sound Designer
- **Engine Programmer** (PotatOS Engine) - 5 months / teams of 3
Creation of a **game engine**, an **editor** and a **game**.
The engine is focused on **accessibility**
Using **OpenGL**, **PhysX**, **FMOD** and **Assimp** in **C++**

Education

- **Master's Game Programming** - 2021/2026 (RNCP7)
Isart DIGITAL - Paris, France.
Bureau of the ESport association (ESart Phoenix).
- **Bachelor's degree in Software Engineering Manager** - 2021 (RNCP 6)
CESI - Montpellier, France. Work-study program.
- **Associate degree in Digital System Computer and Network** - 2020
La Salle - Avignon, France.
Member of the student council