Vincent DEVINE

looking for an alternating internship in development.

Skills

Programming language







Python | Java | SQL | Bash

3D Engine





Unreal Engine

Library





OpenGL

Vulkan

ImGUI | Raylib

<u>Versioning</u>





(github, gitlab)

Subversion (SVN tortoise)

Language



English - Advanced (B2)



French - Native



Japonais - Beginner

Hobby



Video game

FPS, TPS, Open world, RPG



Community life

Respect Zone, ESart Phoenix



Reading

Manga, Comics, fantasy novel





75011 - Paris



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

Projects

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

Professionnal Experience

- Provence Nature Développement 2023 (3 weeks) Analysis and implementation of a project management method for git
- Respect Zone 2022 (1 week) **Animator** at the Respect Zone stand during the Paris Game Week
- Le Groupe Nicollin 2020/2021 (1 year) In the IT department (during my Bachelor's degree) Autonomous project of redisigning a management software for case going to the industrial tribunal.
- Continental Foods France (Liebig) 2019 (2 months) Internship in the IT department (during my BTS) Autonomous project to update technical documentation for wireless network installation.

Formation

- Mastère Game Programming 2021/2026 (RNCP 7) Isart DIGITAL - Paris, France Member of the association of ESport (ESart Phoenix)
- Bachelor Software Engineering Manager 2021 (RNCP 6) CESI - Montpellier, France Work-study program
- BTS Digital System Computer and Network 2020 La Salle - Avignon, France Member of the student council