Vincent DEVINE

looking for an **internship** in game programming



Programming Language









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GLSL

Python | Java | SQL | Bash







Unity

Unreal Engine

Visual Studio | QT

Library





OpenGL

Vulkan

ImGUI | Raylib

Versioning





Git (github, gitlab) Subversion (SVN tortoise)

Language







Hobby











- 25 avenue Parmentier, 75011 Paris
- 06.63.59.54.20



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



Project

- Save The President 2 weeks / teams of 4
 Infiltration game in TPS on PC/PS4 with Unreal Engine
 Blueprint/C++, Optimization, Build console, I.A. (Behavior Tree)
- Roller Rush Street Shift 1 months / teams of 10
 Racing game in 2.5D on PC with Unity
 Creating games in collaboration with Game Designer
- Modern OpenGL 3 months / teams of 2
 Game Engine with OpenGL and own Math library
 Resource manager, Multithreading, Scripting (Python)
- Ark Engine on going / solo (personal project)
 Game Engine with Vulkan and own Math library
 Resource manager, Multithreading, Scripting

Professional Experience

- Respect Zone 2022 (1 week)
 Animator at the Respect Zone (association) 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 of updating the documentations on the technical installation on the wireless network

Formation

- Mastère Game Programming 2021/2026 (2nd year)
 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