



Thierry
BERGER
Developer



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Charleville-Mézières,
France



Humble developer focused on
teamwork and value creation.



EXPERIENCES

Encultured.ai

Game Developer

Rust, git, and whatever is needed!

OHM Games

Game Developer, **Full Remote**

Unity3d, C#, Git, iOS, Android

Altran - Strasbourg

Developer for Lyf Pay at Crédit
Mutuel

iOS, Swift, ObjC, Gitlab, Jenkins, NodeJS, C#

Voodoo - Strasbourg

Game Developer

Java, j2objc, AppEngine, Github, OVH, Proxy, IntelliJ,
Xcode

Ubisoft Mobile – Montreuil

Game Tools Developer

C, C++, JNI, Android, iOS, C#, Unity, Facebook,
SinaWeibo, Mercurial, Gradle, bash, Atom

Mobinlife - Paris

Game Developer

iOS, ObjC, C, Yodiz, SupersonicAds, TestFairy

Innovation 31 - Paris

iOS Research and Development

iOS, Objective-C, C, Swift, Xcode, SVN

Agile Partner - Luxembourg

Windows8 and iOS development

Objective-C, C, iOS, Windows 8, Xcode, C#, TFS,
Agile, Visual Studio

NEXT?

June 2019
to present

Jan 2017 to
June 2019

June 2016 to
Nov 2017

Oct 2015 to
May 2016

Feb 2015 to
Sept 2015

Sept 2014 to
Feb 2015

Sept 2012 to
April 2013



GAME PROJECTS

Jubeat Return

C, C++, Arduino, Processing, SFML



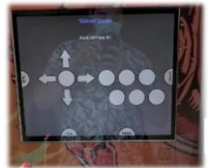
Super Meet Ball

Game Jam, Unity3d, C#



Simon Game

Bevy, Arcade, Rustconf



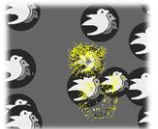
Github profile

Bevy, Rust projects



Whack a bevy

Bevy, Multiplayer



Vrxyz



Scholarship

French

English

Korean

2010 -
2015

Epitech

Expertise informatique

2013 -
2014

Keimyung University (South Korea)

Specialty: Mobile **Game** Development

2007 -
2010

Lycée Frédéric Chopin

Bac STG - Mention Très Bien



INTERESTS



Video games



Cooking



Trips