



Humble developer focused on teamwork and value creation.



## **EXPERIENCES**



**Your Company** 

Developer, Full Remote

Rust, git, and whatever is needed!

June 2019 to present

**OHM Games** 

Game Developer, Full Remote

Unity3d, C#, Git, iOS, Android

Jan 2017 to June 2019 Altran - Strasbourg

Developer for Lyf Pay at Crédit Mutuel

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

June 2016 to Nov 2017 Voodoo - Strasbourg

Game Developer

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

Oct 2015 to

**Ubisoft Mobile – Montreuil** 

Game Tools Developer

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

Feb 2015 to Sept 2015

May 2016

**Mobinlife - Paris** 

Game Developer

iOS, ObjC, C, Yodiz, SupersonicAds, TestFairy

Sept 2014 to Feb 2015

April 2013

Innovation 31 - Paris

iOS Research and Development

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

Sept 2012 to Agile Partner - Luxembourg

Windows8 and iOS development

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



+33 6 78 21 34 75



contact@thierryberger.com



Charleville-Mézières, France



## Jubeat Return

C, C++, Arduino, Processing, SFML



Super Meet Ball

Game Jam, Unity3d, C#



Simon Game

Bevy, Arcade, Rustconf



Github profile

Bevy, Rust, ...



Whack a bevy

Bevy, Multiplayer





## **Scholarship**





Korean

2010 - Epitech 2015 Expertise

Expertise informatique

2013 -2014 **Keimyung University** (South Korea) Specialty: Mobile Game Development

2007 -2010 **Lycée Frédéric Chopin**Bac STG - Mention Très Bien



## **INTERESTS**







Games

Cooking

Trips