Thierry
BERGER
Developer

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Charleville-Mézières, France

> Humble developer focused on teamwork and value creation.

PROJECTS

Jubeat Return
C, C++, Arduino, Processing, SFML

Super Meet Ball
Game Jam, Unity3d, C#

Simon Game
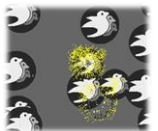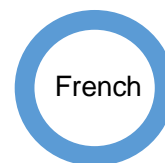Bevy, Arcade, Rustconf

Github profile
Bevy, Rust, ...
Vrixyz

Whack a bevy
Bevy, Multiplayer

EXPERIENCES

NEXT?

Your Company
Game 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 May 2016

Ubisoft Mobile – Montreuil
Game Tools Developer
C, C++, JNI, Android, iOS, C#, Unity, Facebook, SinaWeibo, Mercurial, Gradle, bash, Atom

Feb 2015 to Sept 2015

Mobinlife - Paris
Game Developer
iOS, ObjC, C, Yodiz, SupersonicAds, TestFairy

Sept 2014 to Feb 2015

Innovation 31 - Paris
iOS Research and Development
iOS, Objective-C, C, Swift, Xcode, SVN

Sept 2012 to April 2013

Agile Partner - Luxembourg
Windows8 and iOS development
Objective-C, C, iOS, Windows 8, Xcode, C#, TFS, Agile, Visual Studio

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

Games   Cooking   Trips