

Thierry

**BERGER**

Developer



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Charleville-Mézières, France



**GAME PROJECTS**





Jubeat Return

C, C++, Arduino, Processing, SFML

Humble developer focused on teamwork and value creation.



Super Meet Ball

Game Jam, Unity3d, C#

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**NEXT?**

**Encultured.ai**

***Game*** *Developer*

**Rust, git**, and whatever is needed!

Simon Game

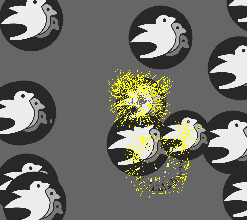
**Bevy**, Arcade, Rustconf

Github profile

**Bevy**, **Rust** projects



**Vrixyz**



Whack a bevy

**Bevy**, Multiplayer

June 2019 to present

**OHM Games**

***Game*** *Developer*

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

**Lycée Frédéric Chopin**

Bac STG - Mention Très Bien

**Keimyung University** (South Korea)

Specialty: Mobile **Game** Development

**Epitech**Expertise informatique

2007 -2010

2013 -2014

2010 - 2015

**Ubisoft Mobile – Montreuil**

***Game*** *Tools Developer*

Oct 2015 to

May 2016

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

**Mobinlife - Paris**

***Game*** *Developer*

Feb 2015 to Sept 2015

iOS, ObjC, C, Yodiz, SupersonicAds, TestFairy

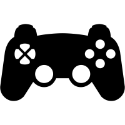
**Innovation 31 - Paris**

*iOS Research and Development*

Sept 2014 to

Feb 2015

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



**Agile Partner - Luxembourg**

*Windows8 and iOS development*

Sept 2012 to April 2013

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

**EXPERIENCES**



Video games

Trips

Cooking

French

Korean

English

**Scholarship**

**INTERESTS**