MARGAUX RIANT
Gameplay developer

I discovered my true passion for coding during my medical education while utilizing R for biostatistics projects. This led me to realize that my interests lie more in the realm of algorithms and creativity rather than traditional medicine.

I have also always maintained a fervent interest in gaming. This, combined with my newfound love for coding, drove me to transition in the field of gameplay development, where I can mix my analytical skills with my creative instincts to craft engaging and immersive gaming experiences.

Contact

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Languages

French:
Mother tongue - C2

English:
Fluent - C1

Japanese:
Elementary - A2

Technical skills

Languages:
C++, C, Python, R

Tools:
Git, GitHub, VS Code, Valgrind, Docker, Linux

Pathfinding algorithms:
A*, BFS, Flood fill

Interests

Fantasy novels, games and shows

RPG video games

Puzzle and Myst-like video games

Japanese culture

EXPERIENCES

School Projects

2D isometric game ⊙ soLong

A 2D isometric game in which the player has to collect objects in order to open the exit, with the less possible moves. The controls are the WASD keys. It is coded in C and uses the 42 school own graphic library, the minilibx.

Ray-tracing engine ⊙ miniRT

A basic ray-tracing engine, rendering a static image composed of planes, spheres and cylinders, with colored, multiple-spot lights. It is developed in a team of two, in C and uses the minilibx.

Personnal Projects

French Ludo game - Ongoing

A 3D boardgame with a point and click gameplay, developed with Unity in C#. The player has to move all his pawns around the board, according to dice rolls.

Codingame Challenges

Challenges where you have to code a bot that plays a game against other players' bots. In Fall 2023, I ranked 223rd on 4669 and in Spring 2023 I ranked 123rd on 5290.

EDUCATION

42 Paris
Paris, France
2021 - 2024

- Self and Peer-learning
- Rigor
- Teamwork

Epidemiologist Assistant
Lille University Hospital, France
2020 - 2021

- Scientific reasoning
- Mathematics for statistics
- Problem solving

Medicine School
University Paris VII and Lille, France
2010 - 2020

- Adaptability
- Interdisciplinary collaboration
- Dedication