# MARGAUX RIANT Gameplay developer

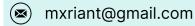
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miniRT

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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🐚 <u>Margaux Riant</u>

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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

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

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

#### **Epidemiologist Assistant**

Lille University Hospital, France 2020 - 2021

#### **Medicine School**

University Paris VII and Lille, France 2010 - 2020

- Self and Peer-learning
- Rigor
- Teamwork
- Scientific reasoning
- Mathematics for statistics
- Problem solving
- Adaptability
- Interdisciplinary collaboration
- Dedication