

MARGAUX RIAANT

GAME DEVELOPER



SKILLS

- C#, C++, C, Python, Typescript, PHP
- Unity, Phaser
- Git, GitHub
- Linux
- Problem-Solving
- Team Work
- Adaptability

LANGUAGES

French

Mother tongue - C2

English

Fluent - C1

Japanese

Elementary - JLPT4

EDUCATION

42 Paris

Paris - France

2021 - 2024

MD in Public Health

Lille University - France

2020

Master's Degree in Science, Technology and Health

Paris-Saclay University - France

2018

PROFILE

Passionate about video games and programming, I am eager to start my career in this dynamic and innovative field. Rigorous, analytical, and committed, I enjoy solving complex problems and continuously expanding my skill set. I thrive in collaborative environments where knowledge-sharing and teamwork are essential. Always curious and proactive, I see every project as an opportunity to grow and contribute meaningfully.

EXPERIENCE

GAME DEVELOPMENT

Ouebsson Studio - Abbaretz, France - Internship - 2024-2025

Vertical platformer - 2D - Phaser

[Abyssus Scroll](#)

- Account creation and authentication
- Creation of an achievements system
- Improving characters moves

MMO RTS 4X - 2D isometric - Phaser

[Abyssus Deep Under](#)

- Account creation and authentication
- Creation of UI components

Global Game Jam - 2025

Scroll shooting game - 2D - Phaser

[Bubble Tearapy](#)

- Random generation and sizing of assets
- Targeting and scoring system

Personnal Project - 2024

Boardgame - 3D - Unity

[The Little Horses](#)

- Creation from A to Z
- Adapted from an original boardgame

MEDICINE

Lille University Hospital - Lille, France - 2020-2021

- Statistics for medicine research
- Teaching Public Health to medicine school and nurses students

+33603912065

mxriant@gmail.com

[My Portfolio](#)



[My GitHub](#)



[My LinkedIn](#)