

Loïck Konieczny

Junior Game Programmer

Seeking a Bachelor's validation internship from February to May 2026

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 [Loïck Konieczny](#)

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 loick-konieczny.com

Education

● Bachelor's Degree in Real-Time 3D

September 2023 – September 2026 Helha - CG Academy - Mons (Belgium)

- Specialization in Programming.
- Development of various video games in a team.
- Coursework includes: 3D Modeling, Management, Texturing, Drawing, Game design, Level Design

● Baccalauréat (High School Diploma)

Obtained in 2023 Lycée la Fayette - Champagne sur Seine (France)

- Specialization: Mathematics, Digital and Computer Science.
- Honors: Mention Bien (Good).

Experience

● Global Game Jam 2025 & 2024

- Conception and creation of a complete video game.
- Development team management and coordination.
- Publication and documentation on the Global Game Jam website.

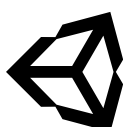
● High Ropes Course Operator (OPAH) - 2025

- Safety rules briefing.
- Interventions and rescue of customers.
- Maintenance of the park and courses.
- Certified with CQP OPAH & First Aid/CPR (PSC).

Technical Skills



Unreal Engine



Unity



C++



C#



Git





Perforce




Diversion

 French

 Driving license B

 Personal Vehicle

 Valid RQTH Status (Worker with Disability Recognition)

Languages

French

Native Language

English

B2/C1

Soft Skills (Assets)

Adaptability and Learning Aptitude

High capacity for work and rapid adaptation based on used technologies and production methods.

Collaboration

Effective teamwork with graphic designers, game designers, and other developers to create a cohesive, quality video game. Clearly communicating, listening to the ideas of others and proposing mine with the goal of improving the project.

Interest

Climbing

Informatics development

Video Games / Esport



Portfolio Website