

JULES ABRAN

GAMEPLAY PROGRAMMER

0617108670

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Courbevoie, 92400

SKILLS

Godot

C#

Unity

Game Design

UI/UX Design

Level Design

Communication

Team Work

Teaching Skills

LANGUAGES

English - Professional

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Italian - Beginner

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SUMMARY

Video Game lover since childhood, I am currently a Gameplay Programmer student at ISART Digital. Curious by nature, I am eager to learn and use my skills in the professional world to achieve my dream of working in the video game industry. I hope to bring a new vision to your team !

PROJECTS

ISART Project One Button Game, Serious Game

May 2025 — Jun 2025

- Complete design and programming of the game
- Created an educational game to provide an interactive learning experience
- Designed the game to be a one button game for mobile

ISART Project Sokoban, Puzzle Game

Feb 2025 — May 2025

- Level Design
- Programmed gameplay mechanics and game logic in C#
- Implemented Juiciness and VFX
- Worked in a 5-member team using Git for collaborative development

ISART Project Shoot'Em Up, Action Game

Dec 2024 — Jan 2025

- Complete programming of the game in C# using Godot Engine
- Game design and level design
- Implemented juiciness and player feedback systems
- Created 2D visual assets using Adobe Photoshop

EDUCATION

Isart Digital, Bachelor's / Master's Degree, Game Design & Programming, Paris

2024 — 2029

Currently pursuing

Lycée du Parc, French Scientific Preparatory Classes (MPSI / MP*), Lyon

2021 — 2023

Specialized in Mathematics, Physics and Computer Science

HOBBIES AND INTERESTS

Sports : rock climbing / weight lifting

Science / Mathematics

Video Games / e-sports