

Gameplay Programmer **Alvina Damasio--Razafiarizaka**

I love learning and am curious about everything. To me, programming is like a game - I've always enjoyed a good puzzle - and I usually have a good time figuring out logic problems. Video games are the medium that brings me the most joy in creating things and I appreciate the group dynamics that result from teamwork.



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Bordeaux / Angoulême

Portfolio

Have a look at my portfolio to get a better idea of what I do :

www.alvina-dr.com

Languages :

French, english, spanish

Soft skills :

Problem solving, adaptability, creativity

Hobbies :

Reading : My favorite authors are Bernard Werber, Stephen King and Rick Riordan.

Video game : I particularly enjoy narrative video games such as Outer Wilds or Disco Elysium. Recently I have also loved playing Tunic.

Sport : I played basket ball in a club for 7 years and still play for fun on the side. These days I do my fair share of climbing too (bouldering).

Professional experiences

Virtuos (Paris)

2 months | 2024

- *Internship* as a *junior software engineer*. Worked with *Unreal Engine* (under NDA).

BlanketGames

1 year | 2022-23

- *Apprenticeship* as a *junior gameplay programmer*.

- Adaptation of the board game *Overboss* (6 months). Gameplay, UI, localization, multiplayer, debug, polish, gamepad.
- Short missions on *Creeping Deck : Pharaoh's Curse* and on an unannounced prototype. Gameplay, polish, FX.

GoblinzStudio

1.5 months | 2022

- Service as a *tool developer* on the game *Sandwalkers*. Creation of a *map editor* for internal use by level designers. Programming on the *User Interface* of the game itself.

BlanketGames

3.5 months | 2022

- *Internship* in *gameplay programming* on the tower defense game *Protectors of Pomelo*.

CyberNeTic

1 month | 2021

- *Internship* where the goal was to *create a video game* to raise *awareness about cyberbullying*, in partnership with the National Police Force.

Education

Master JMIN

2 years | 2023-25

- *Video Games and Interactive Media*, with a specialization in gameplay programming. *Teamwork* and months long projects.

Vocational degree MIAMI

1 year | 2022-23

- *Interactive media and mixed immersive applications*, a training course about *XR* (virtual, augmented, mixed... reality).

DHE MMI

2 years | 2020-22

- *Multimedia and Internet*. A multidisciplinary training course about *web development*, audiovisual, graphic design, *video game creation* and communication.

Projects

Develop At Ubisoft : "Luminar Expedition"

4 months | 2023-24

- Program for minorities that consists in the *creation of a C++ game with no engine*.

Space, Love & Blouge

1 week | 2023

- Coop game *exhibited* at *Safra'Numériques* and *AMAZE (Berlin)*.

Software

Unity, Unreal Engine, Notion, Trello, Jira, Asana, Miro, Adobe Suite

Programming

C#, C++, HTML/CSS, JS (React, Phaser 3), Ruby on rails