

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.



alvinadr24@gmail.com

[LinkedIn](#), [Itch.io](#)

Bordeaux / Angoulême

Portfolio

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

www.alvina-dr.com

Languages :

French (Native), English (C1),
Spanish (B2)

Programming :

C#, C++, HTML/CSS/JS (React, Phaser 3), SFML, Github, GitLab

Software :

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

Soft skills :

Problem solving, adaptability, creativity

Hobbies :

Reading : Bernard Werber, Stephen King, Rick Riordan.

Narrative games : Like Outer Wilds or Disco Elysium. I also loved playing Tunic.

Sport : Basketball in a club for 7 years. Volleyball. Climbing.

Professional experiences

Virtuos (Paris)

2 months | 2024

- *Internship* as a *junior software engineer*. Worked with **Unreal Engine C++** (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. **Unity C#**
- Short missions on **Creeping Deck : Pharaoh's Curse** and on an unannounced prototype. Gameplay, polish, FX. **Unity C#**

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. **Unity C#**

BlanketGames

3.5 months | 2022

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

CyberNeTic

1 month | 2021

- *Internship* where the goal was to *create a video game* to raise *awareness about cyberbullying*.

Projects

Nadir Giant Hunter

3 months | 2024

- Master first year project. Action game, dynamic controller. **Unity C#**.

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)**. **Unity C#**

Game jams (see alvina-dr.itch.io)

- Rolling Food Chain, Diver Down, QATP, Cakes for the Dead...

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.