



ROBBY SEGUIN

GAMEPLAY PROGRAMMER

Profile

I am a recent graduate in gameplay programming with teaching experience in Unity. I code using Unreal Engine and Blueprint. I am self-taught in music composition in orchestral music. Team player with an eye for detail.

EXPERIENCE

PROGRAMMING TEACHER

Studio XP - Paris, France

2023 - Present

- Tutored 100+ children (11-16 yo) in programming in Unity
- Ensured students build a full 2D and 3D game, giving tasks and fixing bugs
- Met and collaborated with students' parents to set learning goals

VFX (UNITY) TEACHER

Ecole des nouvelles images - Avignon, France

2023 - Present

- Composed and produced classroom material for Shader Graphs in 2D and 3D, and ShaderLabs to use in-game and with code
- Animated interactive workshops and assisted students in their projects

UNREAL ENGINE INTERN

Kochina Studio - Montréal, Canada

2023

- Build the architecture of an adventurous RPG game from scratch
- Developed the functionality of the characters using AI including combat, animation, movement, interactions, visuals
- Managed and created the inventory system

+33 69 74 27 74

robbyseguin@gmail.com

github.com/robbyseguin

robbyseguin.com

EDUCATION

ATTESTATION OF COLLEGE STUDIES (AEC) IN GAMEPLAY PROGRAMMING

College de Bois-De-Boulogne

2022 - 2023

ATTESTATION OF COLLEGE STUDIES (DEP) IN AUDIO RECORDING

Vanier College

2014 - 2015

SKILLS

- French/English (TEFL)
- C++/C#
- Unity
- Unreal Engine
- Debugging
- Jira
- Perforce
- Microsoft Suite
- Ableton/Cube Base