

Axel BORN

08/05/1998

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Gameplay Programmer

Portfolio : <https://axelvborn.github.io/>

Skills :

Development :

- Languages

C#, Java, C/C++, Python
Javascript, HTML/CSS
SQL, Databases

- Game Engine

Unity

- Tools

Git
Visual Studio, VS Code

- Software Engineering

UML, Design Patterns

Project Management :

- Agile
- Kanban (Trello, Hack'nplan)

Languages :

- French – Native speaker
- English - Professional
- German - Basics

Hobbies :

Video Games

(Action, Gestion, Puzzle)

Japanese Animation

(Action, Adventure, Sci-fi)

Road Cycling

Running

Formation :

2020-2022 : Master 1 in Computer Science, Human-Machine Interaction
Paul Sabatier University, Toulouse

2019-2020 : Bachelor Degree in Computer Science
Paul Sabatier University, Toulouse

2018-2019 : 1st year of Engineering in Numeric Medias
CNAM-ENJMIN, Angoulême

2016-2018 : 2-Year Technical University Degree in Computer Science
Paul Sabatier University, Toulouse

Professional Experience :

05/2021 – 02/2022 : Vacataire au Vaccinodrome de Toulouse
CHU de Toulouse / Mairie de Toulouse

- Support informatique, secrétariat, gestion de flux de personnes, etc.

11/2018 – 02/2019 : Unity Developer (apprenticeship), Arkazur Studio

- Development of a card game, not announced.

Other Experience :

2017 – Today : Video games development

- One commercial release on Steam : [Skew Pong](#)
- Participation in several Game Jams (7x Ludum Dare, 3x Global Game Jam, etc....) in both teams or solo.
- Development of an ingame 3d level editor with Unity.

2018 – Today : Member of Toulouse Game Dev (regional professional cluster)

- Since October 2020, member of the executive committee
- Participation in meetups, conferences, workshops, etc.
- Organization of Global Game Jam 2021 and 2022 in Toulouse