Axel BORN

Gameplay Programmer

08/05/1998

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Looking for end of studies Internship (starting May 2021, 12-16 weeks)

Skills :

Programming Languages:
C#, Java, C/C++, Python

Game Engine :
Unity3D

Technologies :
Git
SQL
Json, XML
API REST
HTML/CSS

Software Engineering :
UML
Design Patterns

Project Management :
Agile, SCRUM
Kanban (Trello, Hack'n'plan)

Languages :
French – Native speaker
English – Professional
German – Basics

Hobbies :

Video Games
(Action, Gestion, Puzzle)

Japanese Animation
(Action, Adventure, Sci-fi)

Road Cycling

Formation :

2020-2021 : 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 Computer Science & Numeric Medias (apprenticeship)
CNAM-ENJMIN, Angoulême

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

2016 : High School Degree in Engineering Science
Jean-Pierre Vernant High School, Pins-Justaret

Professional Experience :

11/2018 – 02/2019 : Unity Developer (apprenticeship), Arkazur Studio
- Development of a card game, not announced.

Other Experience :

2017 – Today : Video games developement
- Portfolio : https://axelvborn,github.io/
- Participation in several Game Jams (4x Ludum Dare, 2x 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 Board of directors
- Participation in meetups, conferences, workshops, etc.
- Organization of Global Game Jam 2021