

# Axel BORN

# Gameplay Programmer

08/05/1998

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**Looking for Master 1 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 development

- 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