BENJAMIN PELMOINE

C++ programmer at Frontwire Studios
Game programming
Looking for job opportunities
Willing to relocate

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EDUCATION

2018 - Master's degree
Games & Digital Interactive Media
Programming major
Master's degree to be obtained in 09/2018
National School of Game & Digital Interactive Media
Angoulême, FRANCE
Group projects, especially video games projects. Learning about data optimization, C++, C#. I've been using Unity 3D, Unreal Engine, 3DS Max and the Adobe creative suite. Knowledge in every other major through profesional's lectures.

2016 - Bachelor's degree
B.S. in Information Technology
Obtained
University of Science and Technology of Nantes
Nantes, FRANCE
Learned about operational research, basics of algorithms, data structures, computer architecture

2015 - BTEC Higher National Diploma
Information Technology & Networks for the industry and technical services
Obtained
"L'Hyrôme" Highschool
Chemillé, FRANCE
Learned about network protocols, object oriented programming, Linux security, encryption algorithm

INTERNSHIPS & EXPERIENCE

- **since 03/2018**
  C++ Game programmer on UE4
  at Frontwire Studios **(Game studio)**
  - Developing new gameplay features in collaboration with the design team
  - Helping the UI development team with some code snippets
  - Fast iteration over constantly player-tested content
  - Working with tight deadlines (Technical demo)

- **03-09/2018**
  5 months - Unity programmer intern
  at Crazy Dreamz **(Game studio)**
  - Working on Magicats Builder and its variants
  - Improving User experience and retention rate
  - Gathering data to identify and fix critical problems
  - Improving the FTUE and overall game experience
  - Fixing bugs in the engine codebase
  - Communication with the playerbase in order to identify wanted fixes and features to prioritize sprint tasks

- **06-08/2017**
  3 months - Engine and 3D programming
  at CNAM-ENJMIN **(Research)**
  - C++: Refactoring VBO and game engine code to implement new ways of representing molecules.
  - GLSL: Creating shaders integrating some of the suggested molecule representations.

VIDEO GAMES EXPERIENCE

- **03/2018 - 09/2018**
  Magicats Builder - *2D puzzle-platformer*
  C# Programmer (Unity 2017.x)
  Shipped on PC, Mac, IOS and Android
  • Implement monetization
  • Working on improving the mobile port of Magicats in order to improve the overall user experience.
  • Optimization of multiple game features
  • Gameplay features development
   Creation of tools for developers
  • Bug fixing
  • UX/UI design of several features (also reworking some old ones)

- **10/2017 - 03/2018**
  Illtide - *Online cooperative Action-RPG, 3D*
  Programmer (Unreal 4.18)
  Vertical slice, 12 people group project
  • Original pitch idea
  • Participation in game universe's conceptualization
  • Gameplay programming (Character controller, Camera, AI, Network programming)
  • Sound integration & programming
  • UI programming

OTHER EXPERIENCES

- **2016/2017/2018**
  48h to 1-month long game jams (Ludum dare, ENJAM, school game projects, Rednut)

- **02-06/2017**
  Déjeuner sur l'herbe - *2-player cooperative stealth action game, 3D*
  Programmer (Unity 3D)
  First year ENJMIN group project
  • Participation in game universe's conceptualization
  • Environment design from level design
  • Gameplay programming (game states, AI)
  • Sound integration & programming
  • UI integration
  • Menu & intro cinematic integration & programming
  • Shader programming (Post process, FX, gameplay related)

- **03/2017**
  1 month - AI versus fighting game
  solo project (C++) UE4.19
  - Character controller integration
  - Parametric AI (Behaviour Tree)
  - UI Creation, Animation & integration
  - Anim frame-synced HitBoxes
  - Post process & shaders
  - Developper tools for tweaks and debugging

- **12/2017**
  2 weeks - AI development "Codebusters"
  solo project (C++) codingame
  - FSM: AI behaviour changing dynamically, shared data pool and responsabilities
  - Developping a complex strategy trying to predict opponent entities actions
  - Shared knowledge and master slave dependency for effective and autonomous decision making

- **04-06/2017**
  2 months - AI development "Starcraft" contest
  school project (C++)
  - Clustered responsabilities and knowledge
  - Master-Slave AI dependency
  - Score-motivated autonomous AI

SKILLS

- **Languages (ordered by mastery):** C++, C#, Javascript, Node.js, C, Java, Lua

- **Unity 3D: C#/JS** Scripting, Tool creation, asset integration

- **Unreal Engine 4:** Blueprint/C++ coding, AI, Shaders, UI, Integration

- **2D/3D Art:** Adobe creative suite, paint tool SAI, Blender

- **French:** *Mother tongue*

- **English:** *Full professional proficiency*

- **Spanish:** *Elementary proficiency*

MISCELLANEOUS

- **My kind of video games:**
  A-RPG (The Witcher, The Elder Scrolls)
  Action Adventure (Prey, Zelda)
  FPRPG (Borderland & Destiny)
  Independent games (Inside, Machinarium)
  Survival (Oxygen Not Included, The Forest)
  Strategy games (Civilisation, Endless Legend)
  First person shooter (Halo, Insurgency)
  Competitive games (Counter Strike GO)
  Hard games (Darkest Dungeon, Banished)
  Puzzle games (Portal, event[0])

- Passion for art and especially digital art with a regular practice of digital painting since 2012 (portfolio).
  I've been focusing on Concept art, Character design and Illustration.
  I sometimes do freelance work.

- I like to join game jams when I have the occasion

- Former handball player and referee at a regional level (RC Doué Handball) - Practiced for 10 years.

- Amateur dubbing

- Driver license and vehicle