

BENJAMIN PELMOINE

2nd year Master's degree at ENJMIN
Game programming
Looking for a 6-month internship
starting march 2018
Willing to relocate

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 www.b-pelmoine.com

EDUCATION

2017 - Master's degree

**Games & Digital Interactive Media
Programming major**

2nd year - Master's degree to be obtained in 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 intervention.

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

• 06-08/2017

3 months - Game 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

• 07-09/2016 & 2015

2+ months - Web development
at **Terre de pixels (web)**
- JS/Jquery: Making tools that contribute to
improving the web design.
- HTML5/CSS3/JS: Making website from a web
design document
- PHP/SQL: backup data and repairing a tool to
alterate them.

• 04-06/2016

3 months - Web development
at **DACHSER France (logistic)**
- HTML5/CSS3: Creation of a responsive
bootstrap theme following the developpers
needs
- JS: Making a tool to let a customer upload/
modify/save sensible data online.

VIDEO GAMES EXPERIENCE

• 10/2017 - 03/2018

**Purified - Online cooperative Action-RPG, 3D
Programmer (Unreal 4.18)**
Vertical slice, 12 people group project
• Owner of the original pitch idea
• Participation in game universe's conceptualization
• Gameplay programming (Character controller,
Camera, AI, Network programming)
• Sound integration & programming
• 3D assets (High poly / Low poly & texturing)

• 2016/2017/2018

48h to 2 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)

MISCELLANEOUS

- **My kind of video games:**
A-RPG (The witcher, The elder scrolls, 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.
Regular practice of digital painting since 2012 ([portfolio](#)).
I've been practicing a lot for the past 3 years focusing on Concept art, Character design and Illustration.
I sometime do freelance work.
- Former handball player and referee at a regional level (RC Doué Handball) - Practiced for 10 years.
- Amateur dubbing
- Driver license and vehicule

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
- **2D/3D Art:** Adobe creative suite, paint tool SAI, Blender
- **French:** *Mother tongue*
- **English:** *Full professional proficiency*
- **Spanish:** *Elementary proficiency*