

# BENJAMIN PELMOINE

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

 + 33 6 47 56 56 92  
 [contact@b-pelmoine.com](mailto:contact@b-pelmoine.com)  
 [/b-pelmoine](https://www.linkedin.com/company/b-pelmoine)  
 [www.b-pelmoine.com](http://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

### • 02-06/2017

*Déjeuner sur l'herbe* - 2-player cooperative  
stealth action game

**Programmer (Unity 3D)**

First year ENJMIN group project (5 months)

- 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)

### • 10-12/2016

*Red Nut* - 2-player cooperative shoot'em all  
**Programmer (Unity 3D)**

First year ENJMIN group project (2 months)  
Integration of UI using NGUI, coding some of the  
game mechanics, helped integrating sounds

### • 12/2016

*Poulett* - puzzle platformer

**Sole Programmer (Unity 3D)**

Ludum Dare 37 game jam (72h)

Learned a lot about how to work fast, and still  
produce working code

## 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++, Java, C#, C, Javascript, Node.js, Lua
- **Unity 3D:** C#/JS Scripting, Tool creation, asset integration
- **Unreal Engine 4:** Visual scripting/C++ coding
- **2D/3D Art:** Adobe creative suite, 3ds Max,
- **French:** *Mother tongue*
- **English:** *Full professional proficiency*
- **Spanish:** *Elementary proficiency*