

# BENJAMIN PELMOINE

2nd year Master's degree at ENJMIN  
Game programming  
Looking for job opportunities  
starting september 2018  
Willing to relocate

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

## EDUCATION

### 2018 - 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

### • since March 2018

Gameplay and Graphic Programmer  
**@Frontwire Studios (Game studio)**

- Developping new gameplay features in  
collaboration with the design team
- Shader optimisation and conception
- Fast iteration over constantly player tested content
- Working under short deadline (Technical demo)

### • 03-08/2017

*5 months* - Unity programmer intern  
**@Crazy Dreamz (Game studio)**

- In charge of the mobile version of Crazy Dreamz  
(Producer)
- Improving User experience and retention rate
- Gathering data to identify and fix critical problems
- Improving the FTUE
- Help fixing bugs from the PC version
- Communication with the playerbase to identity  
wanted fix and features to prioritize sprint tasks

### • 06-08/2017

*3 months* - Engine and 3D programming  
**@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

### • 10/2017 - 03/2018

**Illtide - 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
- UI programming

### • 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)

## OTHER EXPERIENCES

---

- **03/2017**  
*1 month - AI versus fighting game*  
**sole project (C++) UE4.19**
  - Character controller integration
  - Parametric AI (Behaviour Tree)
  - UI Creation, Animation & integration
  - Anim frame synced HitBoxes
  - Post process & shaders
  - Developer tools for tweaks and debugging
- **12/2017**  
*2 weeks - AI development "Codebusters"*  
**sole project (C++) codingame**
  - FSM : AI behaviour changing dynamically, shared data pool and responsibilities.
  - Developping a complex strategy trying to predict other entities actions.
  - Shared knowledge letting each entity know if any other entity can do better at a same task at any given time.
- **04-06/2017**  
*2 months - AI development "Starcraft" contest*  
**school project (C++)**
  - AI is divided in 3 sub categories: Economy, Gathering, Strategy management.
  - Economy handle ressources management, Gathering, investing resources to maximise incomes and Strategy manage entities and building constructions and overall strategy.
  - Entities are assigned a score for each task.

## 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.**  
Regular practice of digital painting since 2012 ([portfolio](#)).  
I've been practicing a lot for the past years focusing on Concept art, Character design and Illustration.  
I sometime 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**