

# 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 deviations
- Improving User experience and retention rate
- Gathering data to identify and fix critical problems
- Improving the FTUE and overall game experience
- Fixing bugs in our 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

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- **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)
- **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
  - Developer 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 responsibilities
  - 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 responsibilities and knowledge
  - Master-Slave AI dependency
  - Score-motivated autonomous AI

## SKILLS

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- **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

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- **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