



Lazlo BARRAGAN

## FreeLance Game Developer

12400 Saint-Affrique  
France

lazlo.barragan@gmail.com

### Web Sites

lazlobarragan.itch.io

lazlobarragan.github.io

## QUALIFICATIONS

### Master's degree in Computer Science

University of Montpellier  
2019-2021

### Bachelor's Degree in Computer Science

University of Montpellier  
2018-2019

### Two-year university degree in Computer Science

IUT of Montpellier  
2016-2018

## PROFESSIONAL EXPERIENCE

### Freelance Game Developer

Gameplay, Tools, Rendering  
since May 2022

### Internship Gameplay Programmer at GearProd

Full-scale Cooperative Submarine Simulation Game  
Unity, C#, Custom Hardware, Git  
March to August 2021

### Intership Gameplay/UI Programmer at A.M.R

Gamified social network mobile application  
Unity, C#, Js, Elasticsearch, Dockers, Git  
April to June 2018

## HOBBYS

Video Games  
Board Games

Travels  
Guitare

## PROFILE

Freelance Game Developer  
that recently graduated a  
master's degree in computer science  
Images, Games and Intelligent Agents

## PROJECTS

### Lily's Snowball Adventure

Top down Bullet Hell/Shooter, Godot, Jam  
December 2021

### Custom Game Engine

C++, OpenGL, GLFW, Assimp, ImGui  
decembre 2020

### Cthulhumi

1st prize of the jury Code Game Jam 2020  
Platformer, Unity, C#, Jam  
January 2020

### Carcastrophe

1st prize of the jury GamePratic 2019  
Cooperation Game, Unity, C#, Jam  
September 2019

## SKILLS

### Programming Languages

C, C#, C++, Python, Java, Javascript, Go  
Game Engine and rendering

Unity, Godot, OpenGL, GLSL

### Librairies

GLFW, Assimp, ImGui, Cimg, glm

### Databases

MySQL, Elasticsearch, MongoDB

### Tools

Git, Visual Studio, VSCode, Inkscape

## LANGUAGES

French  
English  
Spanish