



Lazlo BARRAGAN

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### 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

### 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

## SKILLS

### Programming Languages

C, C#, C++, Java, Javascript, Python

### Game Engine and rendering

Unity, Godot, OpenGL, GLSL

### Libraries

GLFW, Assimp, ImGui, Cimg, glm

### Databases

Elasticsearch, MySQL, MongoDB

### Tools

Git, Visual Studio, VSCode, Inkscape

## PROFIL

Recently graduated a master's degree  
in computer science

Images, Games and Intelligent Agents

Looking for a job

As a

Gameplay, Tools, Engine, Graphics  
Programmer

## 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

## LANGUAGES

French

English

Spanish

## HOBBYS

Video Games

Board Games

Travels

Guitare