



Lazlo BARRAGAN

FreeLance Game Developer

12400 Saint-Affrique
France

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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

Freelance Game Developer

Gameplay, Tools, Rendering
since March 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