# Lazlo Barragan

📞 +33 6 26 91 89 29  ✉ lazlo.barragan@gmail.com  in lazlo-barragan  🏬 lazlobarragan.itch.io  🔗 lazlobarragan.github.io   Aveyron, France

## GAME DEVELOPER

**PROGRAMMING: C/C++, C#, GLSL, Python, Lua, Java, Javascipt**
**LANGUAGES :** Anglais (fluent), Espagnol (fluent), French (native)
**TECHNOS :** Unity, Godot, OpenGL, GLFW, Assimp, Imgui
**TOOLS:** Git, Visual Studio, VSCode, Inkscape
**HOBBIES :** Board games, Traveling, Hiking, Guitar

## STUDIES

**Master's degree in Computer Science** | 2019 - 2021
University of Montpellier
**Major : Image, Games and Rendering**

**Bachelor's degree in Computer Science** | 2018 - 2019
University of Montpellier

**Associate's degree in Computer Science** | 2016 - 2018
IUT of Montpellier

## PROFESSIONAL EXPERIENCE

### Freelance Game Developer
**Mach 2022 - June 2022 (3 months) and June 2023 - November 2023 (6 months)**

- Mobile Game Development (e.g. diggable 2D polygonal terrain system)
- Developed educational games for Legends of learning platform : integration with their API, cloud backup system and updating of student progress for the teacher, multi language support and Text-To-Speech, geometric shape cutting system with area calculation.

### Technical Engineer/ UI Programmer - Gentleland                                  Remote, Germany
**June 2022 - June 2023 (1 year)**

- UI programming and asset integration for Gentleland customers
- Automated Customer acquisition using ActiveCampaign, Typeform, Zapier
- Technical support and implementation of asset creation/delivery pipeline
- Documented asset creation/delivery pipeline

### Gameplay Programmer (Internship) - GearProd                                  Montpellier, France
**March 2021 - August 2021 (6 months)**

- Developed a new version of Echo Squad (immersive adventure in a submarine simulator) in Agile mode (SCRUM) using Git, Unity, C#
- Created a fish school simulation model by adapting the Boids model to the product's needs, using Unity's Entity Component System and Job System
- Refactored gameplay code into a modular architecture in order to easily and independently evolve the functionalities of the submarine
- Analyzed and improvement of performances by optimizing memory management, rendering and special effects

### UX/UI Programmer (Internship) - A.M.R                                  Montpellier, France
**April 2018 - June 2018 (3 months)**

- Developed a gamified social network Android application prototype using Unity, C#
- Avatar movements in a 3D virtual world
- Tree-based (non-linear) representation of dialogues and integration with Elasticsearch

## PROJECTS

### Lily's Snowball Adventure - Top-down shooter game
**December 2021 (Game Jam)**

- Developed the game using Godot in duo with an artist (2nd place ACM Winter Jam 2021 public vote)

### Custom Game Engine
**November and December 2020**

- C++ Game Engine using OpenGL for rendering
- Entity Component System : Data oriented design with cpu cache optimization and SIMD instructions in minds
- Loading 3D Models : many file formats supported through Assimp
- Scene and material editor using Imgui
- Per entity animations and GPU skeletal animations
- Spatialized sound using the irrKlang library

### Carcastrophe - Cooperation castle defense game
**September 2019 (Game Jam)**

- Developed the game with a team of 6 using Git, Unity, C# (1st prize from the Game Pratic 2019 jury)
- Worked on an enemy wave system, enemy behavior and player weapons