

# Lazlo Barragan

+33 6 26 91 89 29 [lazlo.barragan@gmail.com](mailto:lazlo.barragan@gmail.com) [in/lazlo-barragan](https://in.lazlo-barragan) [lazlobarragan.itch.io](https://lazlobarragan.itch.io) [lazlobarragan.github.io](https://lazlobarragan.github.io) Aveyron, France

## GAME DEVELOPER

**PROGRAMMING:** C/C++, C#, GLSL, Python, Lua, Java, JavaScript  
**LANGUAGES :** English (fluent), Spanish (fluent), French (native)  
**TECHNOS :** Unity, Godot, OpenGL, GLFW, Assimp, ImGui, Qt  
**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

March 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 (an 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 to easily and independently evolve the functionalities of the submarine
- Analyzed and improved 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 in mind
- 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