



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

Librairies

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
décembre 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
Jeu de Coopération, Unity, C#, Jam
September 2019

LANGUAGES

French

English

Spanish

HOBBYS

Video Games

Board Games

Travels

Guitare