

Benjamin NICOLAS

Gameplay Programmer

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Profile

Gameplay Programmer with experience working on dynamic action driven games. Comfortable with Programming and Designing games in Unity / Unreal Engine, I enjoy bringing ideas to life through VFX.

Skills

Engines	Programming	Versionning	Graphics
Unreal Engine	C#	Git	GLFW (OpenGL)
Unity	C, C++	Perforce	GLSL
Godot	Blueprint		HLSL


Languages

French	English
Native Speaker	Full Professional Proficiency

Professional Experience

Gameplay Programmer, Hoora Games Developed and improved features for 30+ games Optimized for mobile platform Implemented in-app purchases	Jan 2024 – Jan 2025 Metz, France
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Projects

Gameplay Programmer, Platformer 3D Unity Programmed character abilities and level features Programmed editor tools	Sep 2024 – present
Gameplay Programmer, RPG Unreal Engine 4 C++ Programmed turn based combat Created post process shaders	Jan 2024 – May 2024
Programmer, Mobile Free To Play Unity C#  Programmed UI Programmed Controls Programmed Store and IAP	Mar 2023 – May 2023

Education

Master's in Game Design & Programming, ISART Digital	2021 – 2026 Paris, France
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Interests

Piano: fan of latin american music • **Skateboard:** can do a kickflip • **Chess:** amateur