

# Benjamin NICOLAS

## Gameplay Programmer

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🔗 <https://sites.google.com/view/ben-nicls/home> 💬 [www.linkedin.com/in/ben-nicls](http://www.linkedin.com/in/ben-nicls)

### 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

Native Speaker

#### English

Full Professional Proficiency

### Professional Experience

#### Gameplay Programmer, Hoora Games

Jan 2024 – Jan 2025

Metz, France

Developed and improved features for 30+ games

Optimized for mobile platform

Implemented in-app purchases

### Projects

#### Gameplay Programmer, Platformer 3D Unity

Sep 2024 – present

Programmed character abilities and level features

Programmed editor tools

#### Gameplay Programmer, RPG Unreal Engine 4 C++

Jan 2024 – May 2024

Programmed turn based combat

Created post process shaders

#### Programmer, Mobile Free To Play Unity C# ↗

Mar 2023 – May 2023

Programmed UI

Programmed Controls

Programmed Store and IAP

### Education

#### Master's in Game Design & Programming, ISART Digital

2021 – 2026

Paris, France

### Interests

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