Laurent AYMARD
— GAMEPLAY PROGRAMMER —
ENGINEER

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SKILLS

C++, C#, Java
Unreal Engine, Unity3D, Visual Studio, Blender,
 Android Studio
Knowledge of Game Design

LANGUAGES

French : native language

English : Good speaking, writing and reading.
          TOEIC Certification

HOBBIES

- Video Games
- Technology Intelligence
  GDC Vault
  Unity Conference
- Practicing team sports
- Playing Gaelic Football in club
  2016 European Championship winners

FAVORITE GAMES

- Mega Man 2 (NES)
- God Of War (2018 on PS4)
- Dishonored 1 & 2 (PC and PS4)
- Overwatch (PC)
- Ratchet and Clank (PS4 reboot)
- Metal Gear Solid 3 (PS2)

PROFILE

I have always been fond of games. Now my goal is to develop great games which will impress players for decades.
Giving importance to teamwork, I do not hesitate to discuss and make myself available for my coworkers, in order to take the most relevant decisions for the development.
I always keep in mind that the final experience will be for players, and considering this, quality must be a major obligation.

EXPERIENCES

February 2019 - Today **Game Programmer**
Behaviour Interactive, Montréal

I have been integrated to the team in charge of porting Dead by Daylight from PC/COnsoles to mobile (Android & iOS). I have integrated and adapted systems from console versions to mobile, and also the user interface element.
- Programming the HUD with UMG framework of Unreal Engine
- Integration of friends and party systems, with corresponding interface
- Involved in the code design concerning sharing the code between PC/Consoles and mobile
- Profiling CPU and network performance
C++ Programming on Unreal ENgine. Using of FramePro for CPU profiling. Using of TexturePacker for texture atlasing.

Oct 2017 - Oct 2018 **Gameplay Programmer**
Asobo Studio, Bordeaux

After my internship, I have continued in the development of the game "A Plague Tale: Innocence".

- Development of components directly usable by level and game designers
- Integration of gameplay animations
- Bug resolution at the end of the production
- Implementation of game collectibles
Coding in C++, working with internal game engine.

Feb 2017 - July 2017 **Stagiaire Programmeur Gameplay**
Asobo Studio, Bordeaux

Included in the development team of the game "A Plague Tale : Innocence", I have made my final internship as a Gameplay Programmer. This internship was my first experience in the video game industry. In a direct relationship with designers and artists, I was able to work on these aspects of the game :

- Implementation of the game menu and user interface elements
- Addition of the inventory and crafting system
- Development of new movements for the player
Coding in C++, working with internal game engine.

STUDIES

2016 **Newcastle University, United Kingdom**

ERASMUS exchange semester.
Learning by individual projects, including:
- 2D physic engine conception. Coding in C++, with OpenGL library
- Android application development
- Realisation of an encryption program. Coding in Java, with JCA framework

2012 - 2017 **Institut national des Sciences appliquées de Rennes**

Engineering degree in computing science.
Curriculum focused on software design and development.
Notable projects made during courses :
- Virtual reality simulation running on Unity3D
- Board game development for oriented-object programming course
  Coding in C#, usage of WPF for GUI
- Website development, with user management and content edition

Involvement in associative activities:
- Responsible of Gaelic Football team. Organisation of a trip for participation in
  a multiuniversity tournament in England
- Video shooting for school event promotion