LAURENT AYMARD

GAMEPLAY PROGRAMMER ENGINEER
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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.

SKILLS

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

EXPERIENCES

GAMEPLAY PROGRAMMER • BEHAVIOUR INTERACTIVE • FEBRUARY 2019 - TODAY
MEET YOUR MAKER (Oct 2020 – Today)
On this project I have been assigned to the gameplay programming team. My focus was combat and 3C.
- Network programming
- Implementing new weapons and character consumables
- Adding an interaction system
- Use of the Gameplay Ability System from Unreal Engine
- Developing 3C mechanics for a FPS game
- Development on Unreal Engine

DEAD BY DAYLIGHT MOBILE (Feb 2019 – Oct 2020)
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 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.
- Development on Unreal Engine

GAMEPLAY PROGRAMMER • ASOBO STUDIO • FEB 2017 – JULY 2017
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

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

HOBBIES

Video Games
Technology Intelligence
GDC Vault, Unity
Conference, Unreal
Engine livestreams
Practicing team sports
Playing Gaelic Football
in a club

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)

STUDIES

2016 • NEWCASTLE UNIVERSITY (UK)
ERASMUS exchange semester.
Learning by individual projects, including:
- 2D physic engine conception. Coding in C++, with OpenGL library
- Android application development
- Realization of an encryption program. Coding in Java, with JCA framework

ENGINEERING DEGREE IN COMPUTING SCIENCE • 2012-2017 • INSA RENNES (FRANCE)
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