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33300, Bordeaux, FRANCE

## SKILLS

C++, C#, Java, Ruby, PHP  
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

# Laurent AYMARD

## — GAMEPLAY PROGRAMMER — ENGINEER

### 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

#### Oct 2017 - Today **Gameplay Programmer**

*Asobo Studio, Bordeaux, France*

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 **Gameplay Programmer Intern**

*Asobo Studio, Bordeaux, France*

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.

#### June 2016- September 2016 **Unity3D Programmer Intern**

*Canon Research Center, Cesson-Sévigné, France*

Within a small research and development team, I have been in charge of improving a simulation representing an urban scene in Unity3D. The goal of the internship was to make the artificial intelligence more credible, and make the scene more photorealistic.

- Improvement of the AI of pedestrians and cars
  - Development of a tool allowing scene settings within Unity3D
  - Graphic readjustments and searching for better assets
- Coding in C#. Working on Unity3D, Visual Studio and Blender.

### 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