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2621 rue Holt H1Y 1N8, Montréal, Québec

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.

TOFIC 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)

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

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, Bordegux

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