

# Charlotte Auger

## Gameplay Programmer

[charlotteauger.github.io](https://charlotteauger.github.io)

[charlotte.auger.pro@gmail.com](mailto:charlotte.auger.pro@gmail.com)

[linkedin.com/in/charlotte-auger/](https://linkedin.com/in/charlotte-auger/)

+46 7 61 61 04 12

Stockholm - Open to remote work

## Professional experience

2020 - 2021 **Gameplay Programmer** — [Might and Delight](#) (Stockholm, Sweden)

Working on the releases of [Shelter 3](#) and [Book of Travels](#) (Unity - C#)

- Work with networked mechanics
- Integration work in collaboration with tech artists and animators
- Additions to existing dev tools and game systems in collaboration with the design team
- AI programming for animals in Shelter 3
- UI work on menus and localization
- Debugging and patching

June - Sept. 2019 **Gameplay Programmer Intern** — [Pajama Llama](#) (Gent, Belgium)

Working on [Flotsam](#) (Unity - C#)

- Implementation and documentation of new UI heavy features
- Rework on existing gameplay features and UI
- Debugging in preparation for Early-Access release

## Skills

### Programming

Experienced : **C#**

Basics : C++ , Lua , HLSL

### Game design

User experience, game mechanics  
and systems

### Tools

**Unity**

**Unreal Engine 4**

Git and SVN

Mirror

### Languages

French : native

English : full working proficiency

Swedish : elementary proficiency

## Education

2018 - 2020 Master's Degree in Game Programming and Management — Supinfogame RUBIKA, France

2015 - 2018 Bachelor Degree in Game Design and Management — Supinfogame RUBIKA, France

2014 - 2015 1st year of Sociocultural Activities Bachelor — University of Angers, France

2012 - 2013 1st year of Psychology Bachelor — University of Angers, France

## Interests

Video games : cooperative and playful experiences, interface centric games with strong fantasy

Volunteering : Construction work (cultural heritage preservation), A MAZE. Berlin

Linoprinting — Roller Skating — All boardgames

**Anything new and exciting !**