

Charlotte Auger

Gameplay Programmer

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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 a new UI heavy feature
- Rework on existing gameplay features
- Debugging in preparation for Early-Access release

Skills

Programming

Experienced : C#

Basics : C++ , Lua , HLSL

Tools

Unity

Unreal Engine 4

Git and SVN

Mirror

Languages

French : native

English : full working proficiency

Swedish : elementary proficiency

Game design

User experience, game mechanics
and systems

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 !