






Charlotte Auger

Gameplay Programmer

Looking for a **6 months internship**
starting in July 2020.

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 France - Willing to relocate

Professional experience

June - Sept.
2019

Game Programmer Intern – Pajama Llama (Gent, Belgium) 

Working on Flotsam (**Unity - C#**)

- Gameplay: alternative navigation mode for agents, reworking existing gameplay features
- UI: in-game player guide, save menu managing multiple slots
- Bug-fixing

June - Sept.
2018

Game Design Intern – wizama (Rennes, France) 

Working on Cosmo Squabble : a 2v2 shooter using pawns and connected cards as controller

- Designing new game experiences for wizama's unique boardgame console

Skills

Programming

C#
C++
Lua
HTML/CSS
Javascript
HLSL (Unity)

Tools

Unity (Certified Associate)
Unreal Engine 4
Git
Photon
VR Toolkit

Languages

French : native
English : full working proficiency
German : elementary proficiency

Game Design

Concept, mechanics and system

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

Notable projects

Oct. 2019 -
June 2020

Planet in the fog – Gameplay Programmer (Unreal Engine) 

First Person Exploration • Team project (9 people) • Blueprint

- AI Behaviour and Pheromone diffusion system

Oct. 2017 -
June 2018

Mue – Gameplay Programmer (Unity 3D) 

3D adventure game in an underwater world without up or down • Team project (5 people)

- Third person controller and core mechanics
- AI Behaviour and A* pathfinding (implemented in a 3D space)

2015 - now

Game Jams : Game Design and Programming

Personal interests

- Linoprinting
 - Video games : Cultist Simulator, Keep talking and nobody explodes, Pyre...
 - Magic : The Gathering
 - Boardgames : Dialect, Dead of Winter, Mysterium...
 - Volunteering : Construction work (cultural heritage preservation), A MAZE. Berlin (indie games festival)
- Anything new and exciting !**