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

Skills

Programming	Tools	Languages
Experienced : **C#**	**Unity**	French : native
Basics : C++ , Lua , HLSL	**Unreal Engine 4**	English : full working proficiency
	Jira	Swedish : elementary proficiency
Game design	Git and SVN	
User experience, game mechanics and systems	Mirror	

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 !