

Charlotte Auger

Student Gameplay Programmer

Looking for a **4 month internship** starting in June 2019.

 [charlotteauger.github.io](https://github.com/charlotteauger)
 charlotte.auger.pro@gmail.com
 [/charlotte-auger](https://www.linkedin.com/in/charlotte-auger)
 +33 6 33 56 77 00
 France - Willing to relocate

Professional experience

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
- Boardgame prototyping
- Documentation, Playtest supervision and Balancing

2012 - now

Summer Jobs : Agricultural work and sociocultural activities

Skills

Programming

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

Software

Unity 3D (Certification in progress)
Photon - VR Toolkit - Tools

Unreal Engine 4
Löve 2D
Git

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. 2018 -
June 2019

Starpong VR – Gameplay Programmer (Unity 3D)

Online VR table tennis game • Team project (5 people) • VR Toolkit and Photon

- Core mechanics (network oriented)

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

Video games : Psychonauts, Cultist Simulator, Legend of Solgard...

Magic : The Gathering

Boardgames : Dead of Winter, Mysterium, Smallworld... Tabletop RPG : Werewolf, Call of Cthulhu, Paranoia

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

Anything new and exciting !