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) • C++
- 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

Video games : Cultist Simulator, Keep talking and nobody explodes…   Magic : The Gathering
Boardgames : Dialect, Dead of Winter, Mysterium…   Tabletop RPG : Werewolf, Call of Cthulhu, Paranoia
Volunteering : Construction work (cultural heritage preservation), A MAZE. Berlin (indie games festival)
Anything new and exciting !