

Charlotte Auger

Gameplay Programmer

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 France - Open to relocate

Professional experience

June -
Sept. 2018

Game Design internship - wizama (Rennes)

Designing game experiences for wizama's unique boardgame console

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

Game design : mechanics, documentation, playtests and player cooperation
(with a focus on asymmetric dynamics and intergenerational play)

Student projects

Oct. 2017 -
June 2018

Mue - 3D platformer in an underwater world without up or down

Unity • Team project (5 people) • 9 months

Programming : controller, AI, pathfinding (A*)

Game Design : core design

Jan. 2017

Wrecking Paris - Mobile game relying on attack combination

Unity • Team project (6 people) • 1 week

Programming : gameplay, UI

Game Design : core design

Skills

Game engines

Unity (C#)

Advanced : gameplay, UI

Basics : tool, shader (HLSL)

Unreal Engine (Blueprint)

Beginner : gameplay, AI (behaviour trees)

Game Maker (GML)

Intermediate : gameplay, UI

Languages

French : native

English : professional working proficiency

German : elementary proficiency

Programming

Basics : Javascript, C++, Lua, XML

Game Design

concept, mechanics, system

Education

2018-now

1st year - Master's Degree in Game Programming and Management – Supinfogame

2015-2018

Bachelor Degree in Game Design and Management – Supinfogame

2014-2015

1st year - Sociocultural Activities Bachelor – University of Angers

2012-2013

1st year - Psychology Bachelor – University of Angers

Personal interests

Boardgames : Loony Quest, Mysterium... **Tabletop RPG** : Werewolf, Call of Cthulhu

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

Anything new and exciting !