

# David Bourel

**Gameplay & AI programmer** student, looking for an internship starting July 2019.

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## EDUCATION

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2016 - 2019	Game Programming Master's degree at <i>Rubika</i> , Valenciennes - France.
2014 - 2015	Degree in Game/Level Design at <i>Gamagora</i> , Lyon - France.
2012 - 2014	DUT Computer Science at <i>IUT Arles</i> , Arles - France.
2012	High school diploma in Science at <i>Craponne</i> , Salon - France.

## WORK EXPERIENCE

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July 2018 - September 2018	<u><a href="#">IronEqual</a></u> Gameplay developper / Steam achievement.	Programmer
2013 - 2017	<u><a href="#">Adecco</a></u> Order picker, during school holidays.	Temporary worker

## SCHOOL PROJECTS

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October 2017- February 2018	<u><a href="#">Sound Slide</a></u> Musical Runner for Rhythm game players, mid-core / hardcore players, published on <b>Steam</b> , using <b>Unity</b> .	Programmer (Student)
October 2018- June 2019	<u><a href="#">Slum77 - final year project</a></u> First Person multiplayer <b>horror game</b> . <b>Unreal Engine 4</b> .	Programmer (Student)
May 2017	<u><a href="#">Kukeri</a></u> Party Game survival in arena, <b>Coop4</b> vs <b>IA</b> , using <b>Unity</b> .	Programmer (Student)
November 2014- June 2015	<u><a href="#">20.000 Lieues sans la mer</a></u> Puzzle/Platforming <b>2D Game</b> , using <b>Unity</b> .	GD/LD/ Programmer (Student)

## SKILLS

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### Languages:

Advanced: **C#**, Sql  
Medium: Shader, C++,  
Html/Css  
Basic: Java, Lua, Php

### Engines:

**Unity**  
**Unreal Engine 4**  
Superpowers  
Blender

### Others:

**Git**  
**Visual studio**  
SVN  
Jira  
Windows/MacOS

## INTERESTS

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**Music** : Music promotion on youtube, SWL  
**Sports** : Tennis, Badminton  
**Video Games** : Spec Ops : The Line, Bioshock, Stardew valley, H1Z1  
**Jam** : Global Game Jam

## LANGUAGES

**French** : Native language  
**English** : Intermediate  
**Spanish** : Beginner