

David Bourel

Gameplay & AI programmer /Level Designer

student, looking for an internship starting July 2019.

VALENCIENNES - FRANCE

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EDUCATION

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

July 2018 - September 2018	<i>IronEqual</i> Gameplay developper / Steam achievement / Level Design.	Programmer Level Designer
2013 - 2017	<i>Adecco</i> Order picker, during school holidays.	Temporary worker

SCHOOL PROJECTS

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

SKILLS

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

Music : Music promotion on youtube, **SWL**

Sports : Tennis, Badminton

Video Games : Spec Ops : The Line, Bioshock, Stardew
valley, Tom Clancy's The Division 2

Jam : Global Game Jam

LANGUAGES

French : Native language

English : Intermediate

Spanish : Beginner