



Damien Mathiotte

G A M E P L A Y P R O G R A M M E R

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INFORMATIONS

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Itchio

EDUCATION

SAE Institute - Paris

Bachelor of Science, Games Programming
2019 - 2022

Lycée Clément Ader - Tournan-en-Brie

Bac STI2D, Système d'Information et Numérique
(Computer Science french High School Diploma)
2015 - 2017

COMPÉTENCES

Engine:



Programming:



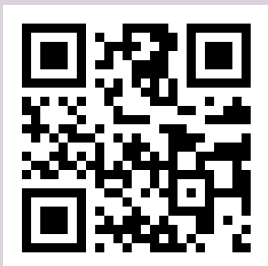
Software:



Language:

Anglais (fluent), French (native)

PORTFOLIO



damienmathiotte.com

HOBBIES

Cinema: Sci-fi, Horror

Video games: Immersive-Sims, RPG

PROJECTS

EXILED

- | | |
|------------------------|--|
| Student project | • Fight system (Combo, block, lock,...) |
| 8 months | • Create puzzles behaviour |
| 15 students | • Setting up the save system |
| 2022 | • Skills system (active and passive) |
| | • UI Behaviour |
| | • Debugging |

GREEN TIDE: INVASION

- | | |
|------------------------|------------------------------------|
| Student project | • Fight system (Combo, block,...) |
| 3 months | • AI Behaviour |
| 7 students | • Leveling |
| 2021 | • Debugging |

HEIST: SYNDICATE OF THIEVES

- | | |
|-----------------------|--|
| Student projet | • Locomotion |
| 2 months | • Equipment |
| 6 students | • AI Behaviour |
| 2021 | • Player detection |
| | • Tools (AI patrol, sound system, ...) |

WORK EXPERIENCES

- | | |
|--------------------------|------------------------------------|
| 2017 - 2019 | Temporary worker in factory |
| Élomag | |
| Pontault-Combault | |