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:

UNREAL ENGINE   Unity

Programming:

C#   C++   HTML5   CSS3

Software:

VS   RD   Git

Language:

Anglais (fluent), French (native)

PORTFOLIO

[QR code]

damienmathiotte.me

HOBBIES

Cinema: Sci-fi, Horror

Video games: Immersive-Sims, RPG

PROJECTS

EXILED

Student project
8 months
15 students
2022

- Fight system (Combo, block, lock,...)
- Create puzzles behaviour
- Setting up the save system
- Skills system (active and passive)
- UI Behaviour
- Debugging

GREEN TIDE: INVASION

Student project
3 months
7 students
2021

- Fight system (Combo, block,...)
- AI Behaviour
- Leveling
- Debugging

HEIST: SYNDICATE OF THIEVES

Student projet
2 months
6 students
2021

- Locomotion
- Equipment
- AI Behaviour
- Player detection
- Tools (AI patrol, sound system, ...)

WORK EXPERIENCES

2017 – 2019
Élomag
Pontault-Combault

Temporary worker in factory