



Resume

Sylvain Tosoni
22 years old
Game Programmer
France

Email: sylvain.tosoni.pro@proton.me

LinkedIn: [Sylvain Tosoni](#)

GitHub: [@eVisualUser](#)

GitLab: [@eVisualUser](#)

Skills

Programming Languages

C/C++

Rust

C#

JavaScript

Python

Lua

Tools

Git

JetBrains Suite

Visual Studio

RenderDoc

Notion

Jira

Game Engines

Unreal Engine

Unity

Godot

Additional

French (Native)

English (TOEIC B2)

Car license

Motorcycle license

Based in France, I'm looking for an entry-level position where I can contribute to innovative gameplay systems, collaborate with multidisciplinary teams, and continue growing my expertise.

Bellecour Ecole 2021-2025

Recently completed my bachelor's degree. Over four impactful years, I gained expertise in Unreal Engine, Unity, and Godot, along with project management and programming skills in C#, C/C++, Python, Qt, and WPF.

Project: Echoes of Seasons 2024-2025

As a final-year project, I worked on a 3D puzzle game with a third-person controller.

I implemented core gameplay in C++ and exposed designer-tunable elements via Blueprints.

I also built a season-change system that updates all visuals using material effects, streamlined through a UDataAsset. Available on Steam for free.

Project: Bellum 2024

Developed gameplay and AI in C# for a 2D top-down Android game. Implemented a local free-to-play system with multiple in-game currencies.

Lycée du Nivolet 2017-2021

Three-year Professional Baccalaureate in Construction Economics, featuring intensive coursework and three hands-on internships in cost estimation, budgeting, and site management.

Internship: BAL Economist

Construction Economist: estimated costs and calculated structural supports, primarily using Archicad.

Internship: Atelier du Vieux Bourg

Architect, where I drafted plans in 2D and 3D using Archicad. Also participated in many site visits.

Internship: DoMo

Construction project management, plan drafting, and 3D renovation modeling using SketchUp.