



# Game Programmer

Sylvain Tosoni

22 years old

France

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## Skills

### Programming Languages

C/C++

Rust

C#

JavaScript

Python

Lua

Game Programmer, I am looking for a position where I can contribute to innovative game systems, **collaborate** with **multidisciplinary teams** and continue to develop my expertise. I particularly enjoy **4X** games as well as adventure and narrative games, which put the collaboration of **complex systems** to the test and deliver a **rich narrative**. I am open to relocation or remote work.

#### 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**.

Great emphasis was placed on **collaboration** and **communication**, as well as **defining requirements** and **decision-making** to ensure project success.

#### 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

Architected the **core gameplay** and **UI system**. Alongside a **shop** that allows buying with **different currencies**. Engineered a **finite-state machine** to handle the **AI**.

All the code was written in **C#**, leveraging **UnityEvent** to give **game designers flexibility** to interconnect features. Used **ScriptableObjects** to store and share data within the game without hard linking.

Made for **Android** devices, you can download it through my website.

#### 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.

### Game Engines

Unreal Engine

Unity

Godot

### Additional

French (Native)

English (TOEIC B2)

Car license

Motorcycle license