



Resume

Sylvain Tosoni

21 Years old
Game Programmer
France

Email: sylvain.tosoni.pro@proton.me


LinkedIn: [Sylvain Tosoni](#)

GitHub: [@eVisualUser](#)


GitLab: [@eVisualUser](#)

Skills


Game Engines

 [Unreal Engine](#)

 [Unity](#)

 Godot

Programming Languages


 [C/C++](#)

 Python

 [Rust](#)


 Lua


 C#


 [JavaScript](#)


Tools

 Git

 RenderDoc

 Jetbrain Suite


 Notion


 Visual Studio


 Jira

Other

 French
(Native)

 Car licence B
(France)

 English
(TOEIC B2)

 Motorcycle licence A
(France)

Game programmer freshly graduated with a Bachelor's degree, seeking to launch a career in the video-game industry. I bring solid expertise in Unreal Engine 5 and Unity, complemented by strong C#, C/C++ and Rust programming skills.

I am building a small-scale custom engine ([PrettyEngine](#)) to deepen my understanding of low-level rendering, physics pipelines and tooling. And also working on a game using Unity, on my spare time.

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 engine-development expertise.

Bellecour Ecole

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

Final year project, 3D puzzle game, third person controller. Made with Unreal Engine 5.4. In a team of 20 students.

Project: Bellum

2D Top down fighting game, the goal was to make a free to play game along side a simulated shopping system. With a team of 6 students (5 game designers).

Lycée du Nivolet

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

Internship: BAL Econimist

Economist of the construction, there I estimated cost, calculated structure support, using mostly Archicad.

Internship: Atelier du vieux bourg

Architect, where I did plans in 2D and 3D using Archicad. Also participated to numerous site visit.

Internship: DoMo

Project management of constrution, plan making, 3D rennovation modeling using Sketchup.