Resume

Sylvain Tosoni
21 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
- Jetbrain Suite
- Visual Studio
- RenderDoc
- Notion
- Jira

Game Engines
- Unreal Engine
- Unity
- Godot

Others
- 🇫🇷 French (Native)
- 🇬🇧 English (TOEIC B2)
- 🚗 Car licence B
- 🛵 Motorcycle licence A

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 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 the Blueprints.
I also built a season-switch 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 2017-2024

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.