Resume

Sylvain Tosoni
Game Programmer
France

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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, where the project goal was to make a free to play with a simulated shopping system. In a team of 6 students.

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.