



# Resume

Sylvain Tosoni

22 years old

Game Programmer

France

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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.


## 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](#)

### 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.