Resume

Sylvain Tosoni

22 years old
Game Programmer
France

Email: sylvain.tosoni.pro@proton.me

LinkedIn: Sylvain Tosoni

GitHub: @eVisualUser

GitLab: @eVisualUser

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 2017-2024

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

💼 Internship: BAL 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.