Gaëtan SOPPE

AI/Gameplay Programmer

Information

- Skierniewicka 34, m273 - 01 230 - Warszawa PL
- gaetan.soppe@gmail.com
- September 1979, the 3rd
- French
- (+48) 576 108 871
- SkypeID: gaetan.soppe
- fr.linkedin.com/in/gaetansoppe

Diplomas

2008 Master of video games (Master degree) *Year Jordan Mechner*
2005 Conception of Information Systems (Bachelor degree)

Languages

- French ★★★★
- English ★★★★
- Spanish ★★☆☆

Skills

C	★★★☆	C++	★★★★	C#	★★★☆
LUA	★★★☆	MAXScript	★★☆☆	Python	★★☆☆
Office	★★★☆	Photoshop	★★☆☆	SQL	★★★☆
SVN	★★★★	Perforce	★★★☆	SCRUM	★★★☆
UE	★★☆☆	Unity	★★★☆	FMod	★★★☆
Wwise	★★★☆	PhysX	★★☆☆		

Activities and interest

Music, video games, reading, football, gastronomy
Driving licence

Working experience

AI programmer at CD Projekt Red, Warsaw PL (since September 2018)
Vehicle AI driving and behaviour programmer on Cyberpunk2077
Verify performance to reach 30 fps anywhere in-game
Use of perforce and Jira to communicate progression with producer and technical lead
Define solution in cooperation with designers
Follow task lifetime from development to submit in production with QA department
Develop new tools for designers to help them to add features in editor/game

Gameplay/AI programmer at Kylotonn Games, Lyon FR (January2016 – September 2018)
Manage AI in Rallycross and buggy races. Improve existing system, add tools for designers on VRally4
UI and TRCs integration, crowd feeling improvement and bug fixing on WRC7
Race gameplay and collisions, loadings fixes, UI and TRCs integration, optimization and bug fixing on Flatout4
Assist Lead programmer for daily tasks, and for master certifications and patches.

Generalist programmer at POLM Studio, Angouleme FR (May 2014 – December 2014)
UI and social integration (analytics, payments) on Origami Challenge

Generalist programmer at Gameloft, Madrid SP (May 2012 – October 2013)
Bug fixing on Real Football 2013

Combat implementation (result driven, QTEs) on Gods Of Rome

Gameplay programmer at Black Forest Studio, Offenburg DE (November 2010 – April 2012)
Gameplay integration (CCC, enemies) on Giana Sisters: Twisted Dreams
Crowd development for open world prototype
Tools programming for the proprietary editor (C#)

Gameplay programmer at POLM Studio, Angouleme FR (June 2010 – August 2010)
Integration on NPCs in Hasta La Muerte

Generalist programmer at Physio Software, Paris FR (November 2008 – January 2010)
Define new architecture evolutions of Physio middleware
Finalize Body Coaching game (optimization, TRCs, diet program integration, animation system changes)

Intern Tool Programmer at CNAM, Paris FR (April 2008 – October 2008)
Development of user interface for the sound editor of the PLAYALL middleware

SAP Technical consultant at IPS Group, Niort FR (September 2001 – September 2006)
Manage off-shore developments
Evaluation of solution with functional consultants
Write, fix and test programs, start in production and customizing software for huge SAP projects in France
(L'Oreal Paris, EDF Paris, Trelleborg Nantes, Eurocopter Marignane…)

PORTFOLIO

WRC 7

Cyberpunk 2077

Body Coaching

Giana Sisters: Twisted Dreams

Gods Of Rome

Origami Challenge

Folds: 5

0%

Flatout 4 : Total Insanity

Real Football 2013

Gamejam projects

Caesar Wants To Go Home

Stego-sim

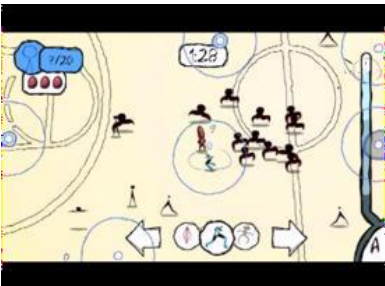**Hasta La Muerte**

Enjmin projects

ToyZ

Yohoho Space Pirates

Mon Prince Viendra