

Gauthier Billot

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EDUCATION

2006-2009	Bachelor in Computer Science with greatest distinction Haute Ecole Provinciale Mons-Borinage-Centre, Mons, Belgium
2004	Faculté Polytechnique Admission Mons, Belgium
1998-2004	High School Diploma Collège Sainte-Marie Saint-Ghislain, Belgium

COMPUTER SKILLS

Languages	C/C++, C#, Java, JavaScript, Lua, HLSL, GLSL, Haxe, Python
Tools	Vim, GDB, QtCreator, Perf, Valgrind, Gcc, Clang
Platforms	Linux, Windows, Mac, Switch, PlayStation, Xbox, Android, iOS
Gamedev	Profiling, Debugging, Supporting platforms, Designing & Implementing mechanics

LANGUAGES

French	Mother tongue
English	Advanced (default work language)

EXPERIENCE

2018–	Lead platform developer at Fire Falcom
2009-2017	Lead game programmer at Fishing Cactus
2008	Student Programmer at ITS Solutions
2003	Student worker at Schreder-Hazemeyer

INTERESTS

Music	Guitar/bass player, amateur composer, Rock
Cinema	Amateur of SciFi movies and English comedy
Base-ball	Belgium Minor League 2002 Champion
Skateboard	Amateur street skateboarder

PROJECTS

2023	Raycastfps - Retro game engine
2021	vim-executer - Vim plugin
2021	vim-makefile-manager - Vim plugin
2019	Super Mario Bros Message Service
2017	libembindcefv8 - Binding library
2017	gengine - Game engine
2004	ggpvision - Experimental graphics engine

EVENTS

2023	JS13K
2023	JS1024
2015-2022	Advent Of Code
2022	JS1024
2022	SDL Jam
2021	JS1024
2020	JS1024
2020	BBQJAM
2019	2kPlus Jam
2019	Procjam
2019	Actual Adult Game Jam
2017	Banana Jam
2017	My First Game Jam Winter
2016	Fishing Cactus Internal Game Jam
2016	Fishing Jam 2
2016	City Sim Jam
2016	Lowrezjam
2015	Creative Jam in Mons
2015	Global Game Jam in Brussels
2014	Global Game Jam in Antwerpen
2014	Monster Game Jam in Brussels
2013	Global Game Jam in Antwerpen
2011	Global Game Jam in Antwerpen
2006	Finalist for Prologin, the French National Computer Science Contest

ABOUT

His interest in game development dates back to his childhood.

Specializing in porting games to all major platforms is his current forte.

Familiar with working on unfamiliar code bases, he adeptly applies modifications and improvements.

His preference for technical constraints leads him to participate in various game jams as well.

Updated November 2023