



Renaud Machecourt-Bourgeois

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Gameplay Developer

Profile

Passionate about video game development, I joined a Master's program in Video Game Engineering and gained valuable experience as a developer trainee. My training and background enable me to master Unity/C# and Unreal/Blueprint/C++, two essential skills for a gameplay programmer. I'm determined to create immersive and innovative experiences. My goal is to join a dynamic team where I can use my technical skills and my passion for video games to contribute to ambitious projects.

Studies

Master in Video Game Engineering University Lumière Lyon 2, Lyon, France Formation Gamagora	Sept. 2023 to June 2025
Erasmus Linnæus University, Växjö Sweden Erasmus exchange between Bordeaux University and Linnæus University	Jan. 2023 to June 2023
Bachelor's degree in Computer Science International course University of Bordeaux, Bordeaux, France	Sept. 2020 to June 2023

Professional experiences

Unity Developer Intern Studio indépendant (Mehdi Merrouche), Lyon Developed multiplayer prototype Abyssal Hunter: gameplay mechanics, inventory & crafting, network synchronization (Netcode for GameObjects) — playable MVP.	May 2025 to August 2025
Web Developer Internship Le Castell Canet, Canet-en-Roussillon, France Development of a complete website, from design to deployment, taking charge of front-end and back-end development tasks.	June 2024 to August 2024
Assistant de Travaux Pratiques University of Bordeaux, Bordeaux, France Teacher's assistant for a python course - First year level	Sept. 2022 to Dec. 2022

Personal informations

Date of birth
June 23, 2002

Website
itschocapic.github.io

LinkedIn
linkedin.com/in/renaud-machecourt-bourgeois/

GitHub
github.com/iTschoCapic

Skills

Unity / C#



C



Unreal / Blueprint / C++



HTML/CSS/JS



Languages

French



English



Interests

- Video Games
- Chess
- Karate