Kevin CHABOUD

Gameplay Programmer

Passionate about video games, I studied computer science so as to work in this field. I am currently working on games and animated series. During my free time, I like to make my own games. Looking for opportunities in France and in Japan.

About

French National

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in kevin.chaboud

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Skills

Computer Science:

- Unity3D, OpenGL
- C#, C++, Java, Python, Javascript
- SVN, Git
- UML
- HTML/CSS, SQL

Game Development:

- Gameplay, UI
- Tools
- Windows, Xbox One

Languages:

- French *(native speaker)*
- English *(fluent, TOEIC: 950)*
- Japanese *(beginner)*
- Spanish *(beginner)*

Interests

- Video Games
- Game Design
- Music
- Piano
- Japanese Cartoons
- Foreign languages (Japanese)

Work Experience

Gameplay Programmer

Artefacts Studio (Lyon, France) | April 2019 – Now

All projects are made with Unity:

- Edmond & Lucy (animated series): Tools
- Arkham Horror: Mother's Embrace: Engine, Gameplay, UI, Xbox One
- Garfield Kart: Furious Racing: UI (menus, HUD), Gameplay (drift, camera)

Internship: Plugin for Solidworks with DATAKIT API

Datakit (Lyon, France) | May 2017 – July 2017

Developing a SolidWorks plugin about importing files from different formats. My mission was to convert "annotations" from Datakit format to SolidWorks format using the SolidWorks API in C++.

Internship: ERP Developer

Decitre (Lyon, France) | April 2016 – June 2016

Working with a C# API and an SQL database. Creation of an internal website in PHP using the Symfony framework.

Education

Master's Degree of Image Development and 3D Technology

Université Claude Bernard Lyon 1 (Villeurbanne, France) | 2017-2019

- Computer Graphics: OpenGL & GLSL (Shaders)
- Mesh, geometric modeling: Delaunay, implicit surface, Bézier, B-spline, NURBS
- Modeling for video games: Perlin noise, erosion, vegetation
- Others: image compression (DCT, JPEG), edge detection

Projects

Block Arena (1 👤) | 2020, Unity

Survival game where the player has to survive blocks falling from the sky.

Radio Drift (3 👤) | 2020, Unity

Racing game where you can only control your car near "radio towers".
Ranked #173 / 5373 at the GMTK Game Jam 2020. Theme: Out of Control.

Fate/Stay Night Character Select Screen (1 👤) | 2019, Unity

Fan-made UI, inspired by Under Night In-Birth with F/SN characters.

Dé-capité (4 👤) | 2017, Unity

Beat'em up game where you fight zombies with a base bat and dices.
Worked as Graphic Designer and Developer. Lyon Game Dev Game Jam.