# LOUISE FATTON

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## EDUCATION

**42 CURSUS**
Computer Science
42 Paris
2018 — 2022

**ERASMUS**
English Language and Literature
University of Leeds
2014 — 2015

**BACHELOR OF ARTS**
English Language and Literature & Japanese studies
University of Geneva
2012 — 2016

## SPOKEN LANGUAGES

**FLUENT**
French · English

**BASIC TO INTERMEDIATE LEVEL**
Japanese · German

## HOBBIES

**FIRST GAME**
Pokémon Gold

**CURRENTLY PLAYING**
Zelda: TOTK
Sun Haven

**SPENT A LOT OF TIME ON**
Skyrim
The Witcher 3
The Sims 4

**FUN WITH FRIENDS**
Battleblock Theater

**OBSESSED WITH**
Stardew Valley ♥
Hades
Horizon Zero Dawn

**WHEN NOT PLAYING**
Climbing
Reading and cooking

## TECHNICAL SKILLS

**LANGUAGES**
C# · C · C++ · JavaScript · HTML5 · Less · XML · SQL

**DEVELOPER TOOLS**
Unity · Git · JetBrains tools · Visual Studio

**FRAMEWORKS, LIBRARIES, API**
ASP.Net MVC · jQuery · Vue.js · OpenGL

## WORK EXPERIENCE

**GAME PROGRAMMER** | OuatStudios          May 2023 — Current
- Took the lead in the development of Aku, a Unity 2D Platformer.
- Polished existing code and implemented new features to showcase in a demo.

**.NET DEVELOPER** | UDITIS S.A.          2019 — 2022
- Interned first for 6 months, debugging and improving the proprietary CMS and designing and developing a projects management solution, to the full satisfaction of my superiors who decided to hire me permanently afterwards.
- Created and implemented a new design for an intranet application for our biggest client, which was very well received and requested on other tools.
- Helped reduce the delay and stress on a project after joining mid-development by taking over the responsibility of the implementation of a backend module.

## MOST RELEVANT PROJECTS

**DOOM-NUKEM** | C99, SDL2 / macOS, Linux          2019
- Part of a 4 people team that wrote a fully functional game engine and a map editor inspired by DOOM from scratch.
- Worked on the ray-casting, HUD and gameplay features.

**SCOP** | C++17, OpenGL4.6, GLSL, GLFW / Windows          2023
- Implemented a program that parses a .OBJ file and renders it on screen.
- Made my own classes of Matrix and Vector instead of using an external library in order to really understand the maths behind 3D modeling and rendering.

**TVS 2000** | Unreal Engine 5 / Windows          2023
- Took part in a game jam with 3 friends to make a 3D FPS Platformer.
- Created enemies with basic AI, worked on player health and created and implemented HUD and game menus.

## EXTRA

**AU BÛCHER – FEMINIST COLLECTIVE**          2021 — Current
- One of its founding members and part of the events team.