LOÏC MOUTON

Computer science engineer specialized in video game development

Portfolio: 👁 https://loicmouton.github.io/Home
in https://www.linkedin.com/in/loïcmouton
○ https://github.com/loicmouton

PORTFOLIO SAMPLE

Ave Mortem

Stealth game prototype
- Unreal Engine 4, C++, Perforce
- AIs programming, *game design*

The Queen's Order

Game made for the "Winter 2018 WonderJam UQAC" gamejam
- Unity, C#
- Winner of the public's choice award

Acuity VR

VR application assessing user's sensory ability while delivering a fun experience
- Unreal Engine 4, C++, Vive

CCBY

Racing car game prototype
- Unity, C#, FMOD
- *Gameplay* programming, *game design*

EXPERIENCE

Engine programmer at *Quantic Dream*
C++, SSE, Math, Texture Streaming, Windows, PS4
📅 Oct. 2018 – Mar. 2019   📍 *Quantic Dream*

- Supporting, upgrading and documenting low-level libraries

Video game and application development projects
C++, UE4, Visual Studio, Unity, Perforce, VR
📅 Aug. 2017 – June 2018   📍 UQAC

- Two video game prototypes developed with *Unreal Engine 4* and *Unity 3D* using an agile software development approach
- Attendance to two gamejams (WonderJam UQAC Autumn 2017 and Winter 2018). Use of Unity 3D
- Other projects made using *UE4*: see section "Projects" of the portfolio (loicmouton.github.io/Projects)

Low level projects in C
C, *Multi-threading*, SVN, Git, Linux
📅 Sep. 2015 – June 2017   📍 ENSEIRB-MATMECA

- Development of a multi-threaded server used to synchronize the display of a 2D aquarium (5 developers)
- Development of a linux thread library (3 developers)

AUTRE

- Favorite games:
  - Broforce, The Last of Us, The Elder Scrolls IV, Far Cry 3, Assassin's Creed 2, Rocket League, Dead Space.
- Reading books on *C++* and *C*, scientific articles, books on AIs for video games and books on *game design*.
- *GDC* and *CppCon* conference viewing.
- President of the game creation club GCC (see gcc.eirb.fr) during school year 2016-2017.

SKILLS

Main programming languages

C++ , C#, Java, C, Python, Scheme

Game engines
- Unreal Engine 4
- Unity
- *Quantic Dream*'s game engine

LANGUAGES

English - experimented (C1 - IELTS 7.5)
French - native

FORMATION

Université du Québec à Chicoutimi (UQAC)
Master's degree in computer science, specialization in video game development (double degree)
📅 Aug. 2017 – June 2018

ENSEIRB-MATMECA
First two years of Master's degree in computer science
📅 Sep 2015 – June 2018