




LOÏC MOUTON

Computer science engineer specialized in video game development

Portfolio:  <https://loicmouton.github.io/Home>

 <https://www.linkedin.com/in/loicmouton>

 <https://github.com/loicmouton>



PORTFOLIO SAMPLE

Ave Mortem

Stealth game prototype

- Unreal Engine 4, C++, Perforce
- Als 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, Dishonored, 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 Als 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