

# LOUIS SOMMEROVOGEL - SOFTWARE ENGINEER

✉️ [louis.sommervogel@gmail.com](mailto:louis.sommervogel@gmail.com)   [LinkedIn](#)   [GitHub](#)   📞 +33 6 38 04 41 37   [Paris](#)   [French – English](#)

## About Me

Passionate software developer with a strong foundation in diverse areas of development, including game creation, which has taught me rigor, creativity, and problem-solving skills. My favorite language is C#, which I leverage extensively in my personal projects. I am now eager to apply these skills to high-impact projects, contributing to their reliability, scalability, and performance.

## Experience

### Novaquark

*Gameplay Programmer, Game System Team: [Project trailer available here](#)*

February 2022 – Present

Paris, France

- I began as part of a multidisciplinary intern team tasked with prototyping a game during a pivotal moment for the company. Over 6 months, we developed a multiplayer prototype (Unity & C#).
- Hired as Junior Gameplay Programmer, developing multiplayer gameplay systems for a 10-player versus game in Unreal Engine 5 (Blueprint & C++).
- Promoted to Gameplay Programmer (mid-level) within the Game Systems team, developing scalable systems for game designers to build levels, puzzles, and gameplay content, ensuring reliability in both single-player and multiplayer modes.
- Contributed to software architecture design and performed project-wide debugging to ensure stability and scalability.
- Worked within a Jenkins CI/CD workflow, integrating and testing code through automated pipelines.

### Heroes-Games UG

*Unity Developer Intern*

June 2021 – September 2021

Rosbach v. d. Höhe, Germany

- Adapted a board game into a video game, including mobile and web ports, with a focus on adapting controls and interface to enhance user experience across platforms (Unity & C#). Delivered a mobile prototype in 2 months.
- Implemented a decision tree to improve the behavior of non-player characters.

### Sigma Dev

*Automation Intern*

July 2020 – August 2020

Paris, France

- Defined UI test scenarios for an asset management application, boosting test coverage from 10% to 60% and ensuring higher product quality and stability.
- Implemented automated tests, ensuring broad test coverage and improved reliability (Appium, WinAppDriver & C#).

## Education

### Telecom SudParis

2019 – 2022

*Master's Degree in Computer Science, specialization in video game development*

### Marcelin Berthelot High School

2017 – 2019

*Preparatory class for the French "Grandes Écoles", MPSI-PSI\**

## Personal Projects

### Game Development

2020 – 2022

*Full production of a first-person puzzle game, released on Steam: [Game page here](#)*

- Managed the project lifecycle, including Steam page publishing and accessibility features, while handling game design and development (Unity & C#).
- Achieved over 10,000 downloads with more than 90% positive reviews, delivering a corrective patch based on player feedback to improve quality and user experience.

### Game Jams Participation

[Crumble Tumble](#), [Fudge the Dice](#), [Taxi Forest](#)

- Participated in several game jams, delivering fully playable prototypes in under 48 hours (various game engines).

## Skills and Interest

- Top Skills: Unity, Godot, C#, .NET, Unreal Engine 5, C++, Blueprint, Git, Perforce.
- Basic Knowledge: SQL Server, React, TypeScript, Bash, REST API.
- Interest: Game Development, Tennis, Badminton, Trading Card Games.