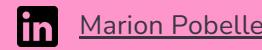


# MARION POBELLE

## GAMEPLAY PROGRAMMER



### PROFILE

Curious, enthusiastic and a jack-of-all-trades, I recently graduated from ENJMIN with a **Master in Game Programming**. While I mainly am a **gameplay programmer**, I enjoy toying with other aspects of game development!

I am **not afraid to learn** and love trying out new things, **growing and pouring my passion into making games**.

### EDUCATION

#### Master Degree JMIN - Software Engineering

CNAM-ENJMIN, Angoulême | 2023 - 2025

#### Master Degree 1 Artificial Intelligence

Université Paris Saclay, Gif-sur-Yvette | 2021 - 2022

#### Double Degree Computer Science, Mathematics

Université Paris Saclay, Gif-sur-Yvette | 2018 - 2021

### SOFT SKILLS

#### Teamwork

Efficient communication within a cross-disciplinary team towards project completion.

#### Critical thinking & Adaptability

Quickly assess situations and collaboration to find the most practical solutions.

#### Organization & Responsibility

Experience with Agile (SCRUM) and Waterfall methods.

#### Autonomous & Curious

Ability to acquire skills and information autonomously and efficiently.

### CERTIFICATIONS

#### French - Mother tongue

#### English - C1 (Score TOEIC 2022 : 990/990)

### PORTFOLIO



GitHub

[marionpobelle](https://github.com/marionpobelle)



Website

<https://marionpobelle.github.io/index.html>



Itch.io

[zizel.exe](https://zizel.exe.itch.io/)

### EXPERIENCE

#### Toe Bean Club - Generalist Programmer

*Freelance / September 2025 - Now*

- Development of several key features (combat helper system, quest system & interfaces...) for **Mirage Miracle Quest**.
- Implementation of a **Demo** from beginning to end for the **Wholesome Snack 2025 showcase**.
- Tests, bugfixes, improvements & polish.

#### Toe Bean Club - Generalist Programmer

*Internship / March 2025 - August 2025*

- Implementation of a **solid and scalable localization system linked with Google Sheet** for easier use by the narrative team.
- Development of several key features (skill trees, cinematics, deck management...) for **Mirage Miracle Quest**.
- Implementation of a **Vertical Slice** from beginning to end.

#### LAB 2024 MNHN - CESCO

*Internship / July 2024 - August 2024*

- **Experimentation internship** supervised by the **CESCO research laboratory**, affiliated with the National Museum of Natural History of Paris.
- **Prototyping of collaborative interactive experiences in Unity**, focused on the co-construction of territorial futures.

#### Develop At Ubisoft 2023 - Programming

*Mentoring / November 2023 - March 2024*

- Participation in a **technical challenge** focused on space exploration under the **mentorship** of a senior gameplay programmer from **Ubisoft Bordeaux**.
- Development of a **C++ game** using a **limited framework**.

### PROJECTS

#### Ar Mare

*CNAM-ENJMIN / October 2024 - February 2025*

- **Unreal Engine 5 - Blueprints & C++**.
- A **narrative focused horror** and investigation game taking place in a lighthouse.

#### Puppy Guards

*CNAM-ENJMIN / March 2024 - June 2024*

- **Unity - Gameplay, UI, Local Multiplayer & Editor (custom inspector)** programming.
- Use of **high-performance plugins** to facilitate production and enhance the gaming experience (Odin, A\* Pathfinding Project, Dotween).
- Presented during the **2024 edition of the “Busan Indie Connect” festival** held in **South Korea**.

### SKILLS

#### Engine & Programming

- **Unity 2D/3D (C#, HLSL, ShaderGraph)**
- **Unreal Engine 5 (C++, Blueprint)**
- **HTML, CSS, JavaScript**
- **C++, SFML, Visual (OpenGL/GLSL), Audio (OpenAL)**
- **Python (Numpy, Panda)**

#### Technical

- Ability to write **technical documentation** and adapt to **naming conventions**.
- Grasp of **SOLID programming principles** for **high-performance, maintainable, scalable, reusable and testable code**.
- Good knowledge of **mathematical concepts** and **mechanical physics**.
- **UML diagrams** (structural : class & behavioral : sequence).
- **Profiling & Debugging** (in-engine or using a debugger).
- **Version management** (Git).