

MARION POBELLE



[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](#)



Website

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



Itch.io

[zizeL.exe](#)

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).