

MARION POBELLE

TOOL & GAMEPLAY PROGRAMMER



Marion Pobelle

PROFILE

I'm studying for a Master's degree in Software Engineering at the CNAM - ENJMIN in Angoulême. Enthusiastic and curious, I want to become a gameplay programmer.

I love learning new skills and seeing how far I can push them. In my spare time, I enjoy longboarding, baking and doing punch needle.

EDUCATION

Master Degree JMIN - Software Engineering

CNAM-ENJMIN, Angoulême | 2023 - Today

Master Degree 1 Artificial Intelligence

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

Double Degree Computer Science, Mathematics

Université Paris Saclay, Gif-sur-Yvette | 2019 - 2021

SOFT SKILLS

Teamwork

Efficient communication with members of other specialities 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)



itch.io
vitamin.exe

EXPERIENCE

LAB 2024 MNHN - CESCO

Internship | July 2024 - August 2024

- Experimentation centered internship under the supervision of the CESCO research laboratory, affiliated with the Muséum national d'Histoire naturelle in Paris.
- Prototyping of collaborative interactive experiences 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 member of Ubisoft Bordeaux.
- Development of a C++ game using a limited framework.

PROJECTS

Puppy Guards

CNAM-ENJMIN | March 2024 - June 2024

- Unity - Gameplay, UI (menus and HUD) & Editor (game design assistance, visualization, custom inspector) programming.
- Local multiplayer implementation using the new input system and the C# class generated by it.
- Use of high-performance plug-ins 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.

Costellation

CNAM-ENJMIN | September 2023

- Unity - Gameplay & Editor programming.
- A 4-day workshop on alternative output.
- Presented during the 2024 edition of the "Les Mycéliades" festival held at the Alpha media-library in Angoulême.

SKILLS

Engine & Programming

- Unity 2D/3D (C#, HLSL, ShaderGraph)
- Unreal Engine 5 (C++, Blueprint)
- Godot 4 (C#, GDScript)
- C++, SFML, Visual (OpenGL/GLSL), Audio (OpenAL)
- HTML

Technical

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