MARION POBELLE

CONTACTS

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GitHub   Linkedin

INFORMATION

I'm currently studying for a **Master's degree** in **Programming** at the **CNAM-ENJMIN** in Angoulême, France, and previously in the **Artificial Intelligence Master's program** at the **Université Paris Saclay**. Enthusiastic and curious, I want to become a **gameplay programmer**.

SKILLS

Programming
- **C++, C#, Python**
- Ocaml, C, Java, SQL, Tensorflow, Pytorch, SKLearn, MIPS

Tools
- **Unity, Visual Studio, Unreal Engine, Godot**
- LaTeX, HTML

Soft skills
- **Teamwork & Communication**
Bi-monthly meetings with peers for creativity and conflict resolution exercises.

- **Critical thinking & Adaptability**
Quickly assess situations and work together to find the most practical solutions.

Languages
- **English C2 (Score TOEIC 990/990)**
- **French native**

EDUCATION

- **Master Degree JMIN - Programming**

CNAM-ENJMIN, Angoulême | 2023

- **Master Degree 1 Artificial Intelligence**

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

- **Double Degree in Computer Science and Mathematics**

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

PROJECTS

2023

- **CoStellation**

Programmed in C#, CoStellation generates a starry sky on which users can draw their own constellations. It includes a backup system. It has been developed with Unity.

- **Pokémon Mystery Dungeon - Map Generator**

Programmed in C#, PMD - Map Generator procedurally generates 2D dungeons inspired by the Mystery Dungeon license. It includes a binary-encoded tiling system. It has been developed with Unity.

2022

- **Trashpanda Likes Flowers**

Programmed in C#, Trashpanda Likes Flowers is a 3D world with procedural generation of infinite terrain. It was developed using Unity and Shader Graph.

- **Space Meow**

Programmed in C#, this Top/Down shooter is my first project developed with Unity. In addition to game elements, it includes menus, UIs, an audio manager and animations.

- **PACHAMAMA Challenge**

It's a plant species classification problem of which I'm one of the founders. This challenge is still active.

2021

- **AERIAL Challenge**

Programmed in Python, the aim of this image recognition problem is to sort different types of terrain from photos using a Machine Learning algorithm.

2019

- **Frogger**

Programmed in Java, this project involved setting up a Frogger game. Game mechanics, interfaces, environment, graphics and sound all had to be included.