MARION POBELLE
GAMEPLAY PROGRAMMER

in 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 and baking.**

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 within a cross-disciplinary team towards project completion.

Critical thinking & Adaptability

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

Organization & Responsability

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

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

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** (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)

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).