

# MARTIN PÉNARD

GAME PROGRAMMER



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## Profile

With 5 years of experience as an Engine and Gameplay Engineer, I am currently looking for a gameplay engineering job in Denmark.

## Technical

<b>C/C++, C#</b>	<b>Visual Studio</b> , CMake	English, French, Beginner Danish
<b>Unity3D</b> , Unreal Engine	Git, Perforce	Automated Build Systems
<b>Switch</b> , <b>Xbox X/S</b> , <b>PS4/5</b>	Jira, Gitlab Issues	OpenGL, GLSL, SDL

## Experience

### Piece Of Cake Studios

2022 (6 months)

Engine programmer - My Fantastic Ranch (Unity)

Porting of the game to Switch, Xbox Series X/S, PS5, Xbox One, PS4, Steam.  
Code profiling and optimization, rendering optimization, rendering guidelines to reach our FPS target.  
Automated builds for all platforms and asset bundles.  
Responsible for an engine programmer intern.  
Point of contact on technical issues for the team and the remote QA team.

### Homo Ludens

2021 (9 months)

Gameplay Programmer - Blooming Business Casino (Unity)

Implemented many gameplay features as described by the design documents  
AI (Behavior Tree, State Machine)  
Code profiling and optimization.  
Took part in the software design and technology choices made by the team.  
UI, tooling, optimization, rendering, etc.

### Ubisoft

2018-2020

Engine programmer - Just Dance 2021/2020/2019

Just Dance 2021: Porting of Just Dance to two new platforms : Xbox Series X/S and Play Station 5.  
Just Dance 2020: Porting of Just Dance to Stadia.  
Just Dance 2019: Developed a tool to simulate network bandwidth variations and analyse the video streaming algorithm.

### Bulwark Studios - Internship

May and June 2016

Programmer - Twaig (iOS/Android)

Gameplay mechanics implementation, assets integration (Spine2D, image, sounds), UI improvements.  
I also did some level design and bug fixing.

## Education

### Master's Degree in Game Programming

ENJMIN, Angoulême (2016-2018)

Game Engine Programming: 3D rendering, networking, sound synthesis, AI, procedural generation  
Gameplay programming: Unity3D, Unreal engine  
Game design, level design, UI/UX, Project Management, Sound Design.