


# MARTIN PÉNARD

## GAME PROGRAMMER

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Website  


LANGUAGES		SOFTWARE		OTHERS	
<b>C/C++</b>	OpenGL	<b>Unity3D</b>	Visual Studio	<b>Design Patterns</b>	Git
<b>C#</b>	GLSL	Unreal Engine	Wwise	UML	Oracle
Qt, SDL, GLFW	Assimp	Photoshop	XNA	MySQL	
Windows Form	Java, Swing	Spine2D	Blender		
Python	Javascript				
<b>FUENT ENGLISH NATIVE FRENCH</b>					

## PROJECTS

### Hindrance – tablet game, 4 months

Unity3D, C#  
Gameplay, root motion  
shape recognition algorithm  
Shaders, assets integration

### Rain Engine

Game engine programming (C++)  
3D rendering (OpenGL, GLSL)  
Game Loop, Component based architecture

### Flampage – PC game, 2 months

Unity3D, C#  
Gameplay, File parser (.tvs)  
Assets integration  
Algorithm to handle interactive music

### PAN PAN PC game, Game Jam

Unity3D, C#  
2D Plateformer gameplay  
Game feel (Super Meat Boy inspiration)  
2D tiled maps  
Assets integration

### Other Game Jams

7 game jams over 4 years  
Shown on my website

### Other projects

Networking (Unity3D C#)  
3D rendering (OpenGL, GLSL, VBO)  
Procedural generation (Doom Builder C#)  
Pathfinding (C#, XNA, OpenGL)  
AI (BW API)  
Blueprints (UE4)

## PROFESSIONAL EXPERIENCES

### Game Developer – BULWARK STUDIOS

May/June 2016

Game developer on **Twaig** (Apple Store, Play Store)  
Unity3D, C#  
Gameplay mecanics implementation  
UI improvement  
Assets integration (Spine2D, images, sounds)  
Debug

### Developer – CANTORIEL

May/July 2015

Data base checking tool  
development (Oracle, SQL Server)  
Work on the company's software security

## EDUCATION

### Master's Degree Game Programming

ENJMIN

2016-2018

High level education in Game Programming  
3D rendering, Sound synthesis, AI,  
procedural generation,  
Conception,  
Big emphasis on group projects,  
Game Design, 3D Modeling

### Bachelor's Degree in Computer Science and Digital Media

Université de La Rochelle, France

2015-2016

### Diploma of Higher Education in Computing

Université de Nantes, France

2013-2015