

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 remote gameplay engineering job.

Technical

C/C++, C#

Visual Studio

Fluent English, Native French

Unity3D, Unreal Engine

Git, Perforce

Automated Build Systems

Switch, Xbox X/S, PS4/5

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, worked with artists to create guidelines to reach our FPS target.

Took part in the automated build setup for all platforms and asset bundles.

Worked with the producer and QA to ensure platforms certification requirements.

Most experienced programmer on the team, I was the 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 gameplay features as described by the design documents.

Took part in the software design and technology choices made by the team.

Code profiling and optimization.

Gave feedback to the design team about game design choices.

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.