

# MARTIN PÉNARD

## GAME PROGRAMMER



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### Profile

I have been working for 2 years at Ubisoft Paris. I am currently looking for a gameplay or engine programming job in France or Europe.

### Technical

C/C++, CMake	Xbox Series X/S, Xbox One	Unity3D, Unreal Engine
C#, Winforms	PS5, PS4	Git, Perforce
OpenGL, GLSL	Stadia	Visual Studio
SDL	Switch	Fluent English, Native French

### Experience

**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**  
Programmer - Twaig (iOS/Android)

May and June 2016

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

### School and Personal Projects

#### Ascend

Unreal Engine

3rd person shooter made in 3 months by a team of 10.  
I worked mainly on : Enemy AI using the Behaviour Tree tool, assets integration, physical based animation.

#### Rain Engine

C++, OpenGL

Personal 3D engine I use to play around and learn/try new things.  
Most recently used to implement Eric Lengyel's transvoxel algorithm.

#### Flampage & Hindrance

Unity3D

Both were made at ENJMIN by a team of 3-4 persons.  
I was the only programmer on the team.

### 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, etc.

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

Université de La Rochelle (2015-2016)

#### Diploma of Higher Education in Computing

Université de Nantes (2013-2015)