Gameplay Programmer
Marco Lepever

📞 +33 7 83 71 33 32   📍 Paris, France   🔗 Portfolio   in Linkedin   ◯ Github

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🎓 EDUCATION

Master Lead Game Designer   09/2024 – Present
Isart Digital ⬈   Paris, France

French Baccalauréat Général   09/2020 – 06/2023
Ecole Internationale PACA ⬈   Manosque, France

📂 PROJECTS

Gameplay Programmer   11/2025 – Present
Rush - Puzzle Game - Unity C#
  Coded the cube state machine, gameplay bricks, managers, user
  interface, modeled the assets, drew the textures.

Gameplay Programmer ⬈   05/2025 – 05/2025
One Button Game - Serious Game - Godot C#
  Designed the game concept, coded the game system, level
  genration based on JSON, drew the visual assets.

Gameplay Programmer ⬈   03/2025 – 04/2025
Sokoban - Puzzle Game - Godot C#
  Designed stop time mechanic and one level, coded the grid
  system, game manager and level loading based on JSON.

🧠 SKILLS

Unity │ Godot │ C# │ GDSL │ Git │
Game Systems │ Algorithms │
Office Suite │ Game Design │
Level Design │ Photoshop │ Blender

🌐 LANGUAGES

English — Proficient

French — Native/Bilingual

Spanish — Native/Bilingual