GATEAU REUZÉ
Nathan
Gameplay Programmer

Always curious and eager to learn, I am currently looking for my first job that would allow me to develop my professional experience.

Available Immediately - Willing to relocate internationally

nathan.gateaureuze@gmail.com

LinkedIn
http://www.linkedin.com/in/nathan-gateau-reuze

GitHub
https://github.com/nathangateaureuze

Portfolio
https://nathangateaureuze.github.io/Portfolio

Spoken Languages
- French   (Native)
- English   (C1)
- German   (A1)

Soft Skills
- Creativity
- Teamwork
- Discipline
- Autonomy

Hobbies
- Computer Sciences
- Cinema
- Literature
- Sport

Education

ESMA • rncp 6 (2021 - 2024)
Video-Game Conception

BAC (2018- 2021)
STI2D - SIN

Softwares

Platforms
- Unreal Engine
- Godot
- Unity
- Android Studio
- RGBDS

Tools
- Git
- VS-community
- Vim
- VS-code

Graphic
- Blender
- Maya
- Photoshop
- Substance Painter

Programming Languages
- C
- C++
- C#
- Java
- TypeScript
- Assembly

Projects

Nirvana • Graduation Game (2024)
Role: Enemy Behavior Programming
https://store.steampowered.com/app/3462980/Nirvana/

Birth Dates • Android App
https://github.com/nathangateaureuze/BirthDates

Work Experience

Pastry helper - Op'tit pains   **Summer 2022**

Deshaies, Guadeloupe