

Gateau Reuzé

Nathan

Gameplay Programmer

What passions me in making video-games is to create a whole environment that is consistent in its story, look, gameplay... I am always looking for "How does this thing work?"; it encourages me to master rather than execute.

Do not hesitate to check out my portfolio, I'll update my work demonstrations on it.

Portfolio

Contact

 nathan.gateareuze@gmail.com

 [nathangateareuze](https://github.com/nathangateareuze)

 [Nathan Gateau Reuzé](#)

Software



Programming language



Education

ESMA - RNCP 6



2021 - 2024

video-game conception

- Coherent workflow with the different branches
- Planning tasks with a team
- Game development milestones

Baccalauréat - With high honours

2021

engineering and sustainable development

Experience

Summer 2022

Op'tit pains (bakery)

Pastry helper

- Fast paced work
- Half-day straight, no break
- Adapt to unpredictable situations

Hobbies

- Movies
- Computer Science (self teaching)
- Chess
- Music (guitar, violin)
- Sport (gym, jogging)