



Portfolio Anatole MARTIN

I am a passionate French third year IT engineering student. I focus on game programming and game design. Here you can have a look at my biggest video game projects.

Le tombeau des géants VR (Tomb of the giants VR)

This is a freelancer project in collaboration with Eludice, one of the biggest escape game creators in France (<https://www.eludice.com/>). It's a VR immersive escape game with multiple enigmas. I programmed the majority of the enigmas, on the Unreal Engine 4.

Trailer: <https://www.youtube.com/watch?v=tKV202U4lw8>

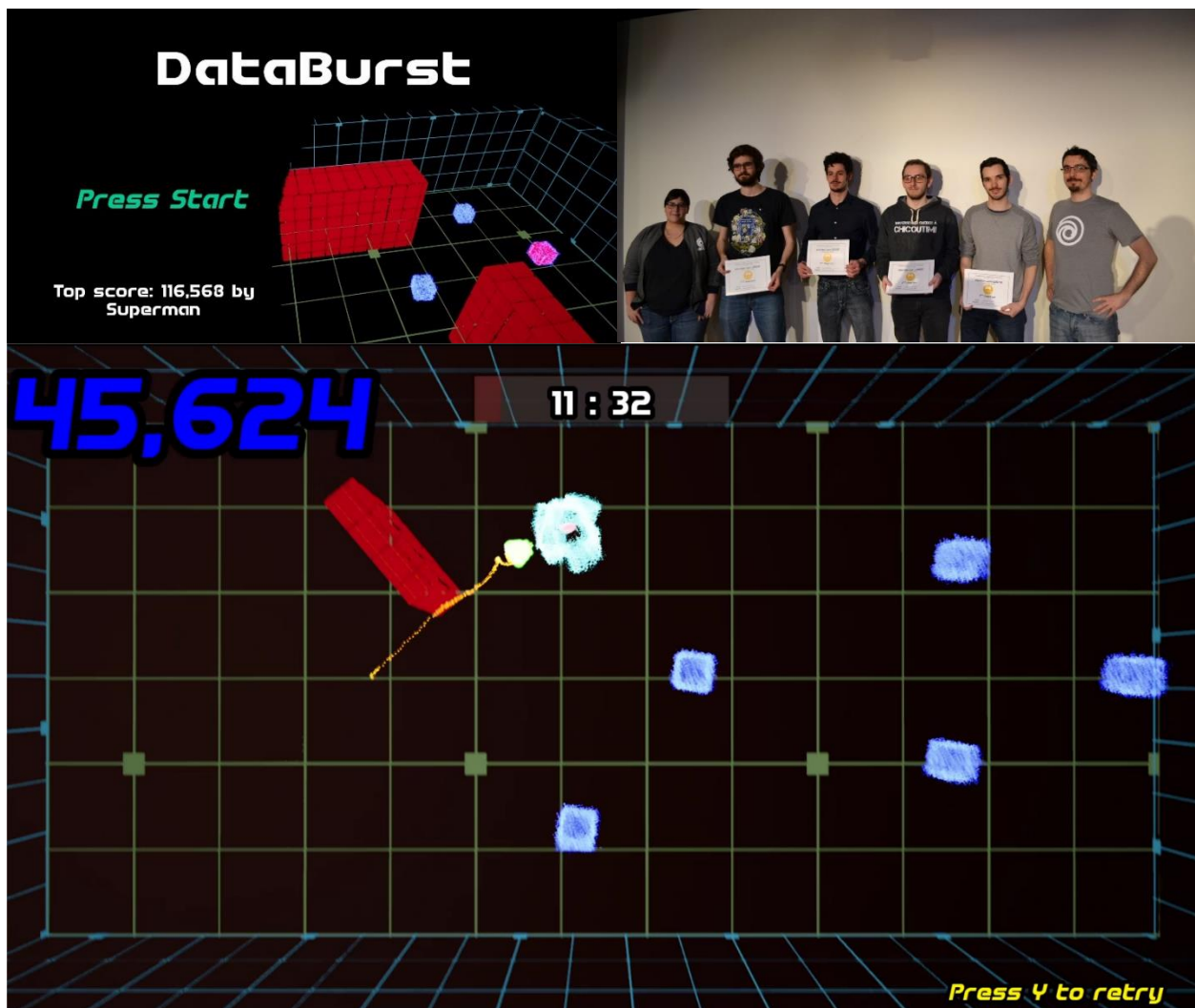


Data Burst

Data Burst is a 48h game jam project, made during Wonderjam 2020, boosted by Ubisoft Saguenay. The game got 1st place, winning a 1000\$ scholarship reward. In Data Burst, the player has to control a virus by dashing to retrieve data cubes. The game was made on the Unreal engine 4 by a 4-person team. I mainly handled game design, level design, and gameplay programming.

Gameplay video: <https://www.youtube.com/watch?v=DBbEJTHUv6w>

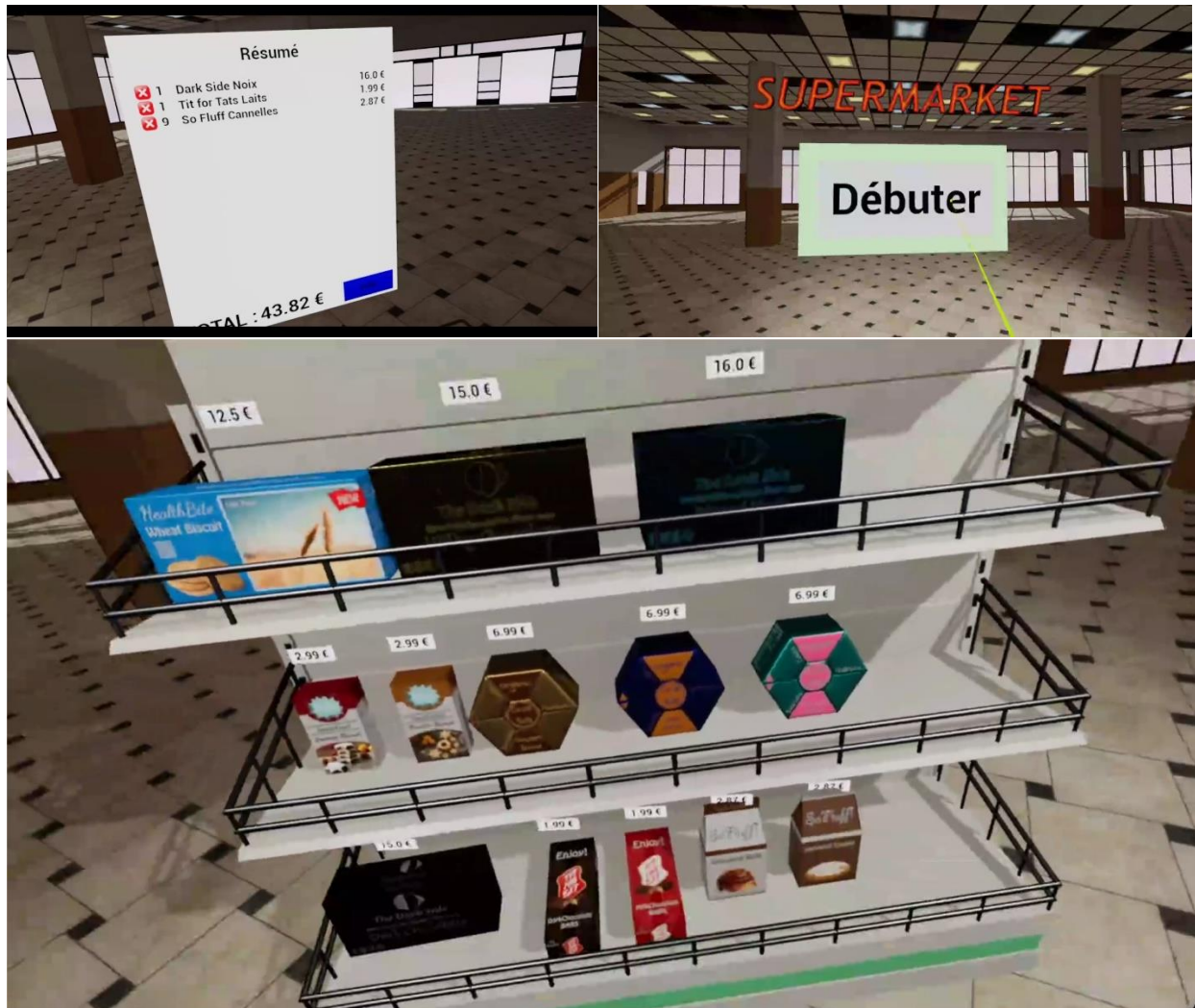
Game available at: <https://anatolecodeur.itch.io/databurst>



Shopping VR

Shopping VR is an application made to allow the user to do groceries from home in a VR shop. The user chooses a shelf then grabs products and puts them in a cart. The app takes in input a JSON of all available items containing all information like name, price, description, etc. It outputs a JSON of all bought products. Items are automatically organized on shelves.

Demo video: <https://www.youtube.com/watch?v=fHHdpn7V-0w>



Emisterra VR

Emisterra is a VR game created during a game jam with the theme “Hemisphere” using the Unreal Engine 4 and a 6-person team (4 programmers and 2 artists). In this game, the player has to defend from incoming orbs with a shield of the right element, and at the same time defeat monsters by throwing orbs at them. I handled management, game desing and core gameplay features. The game received the “Technical challenge” price.

Trailer: <https://www.youtube.com/watch?v=J3UkMQx5p-s>



Dancing ICE Kinect

This serious game was created during a 2-month internship at ICE Lab, Ritsumeikan university, Kyoto, Japan (<http://www.ice.ci.ritsumei.ac.jp/>). This Kinect dancing game focuses on rehabilitation, and is highly adaptive to the patient's disabilities or specific goals. The engine used was Unity 3D. The game was entirely programmed and designed by myself. For more information on the game, please read the article I wrote :

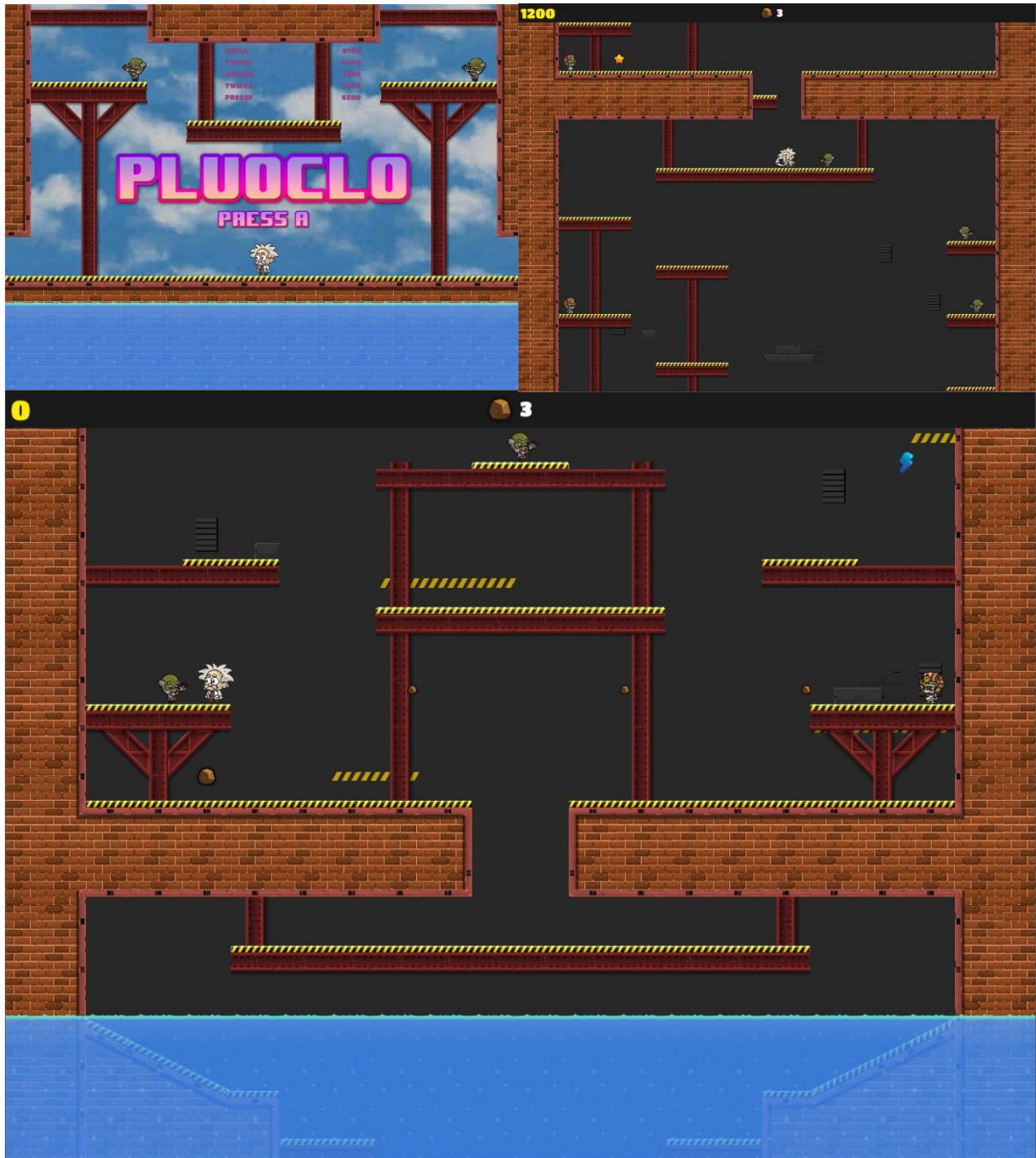
https://www.researchgate.net/publication/336554537_Dancing_ICE_A_Rhythm_Game_to_Control_the_Amount_of_Movement_Through_Pre-Recorded_Healthy_Moves

Trailer: <https://www.youtube.com/watch?v=0xeEhRWOJIM>



Pluoclo

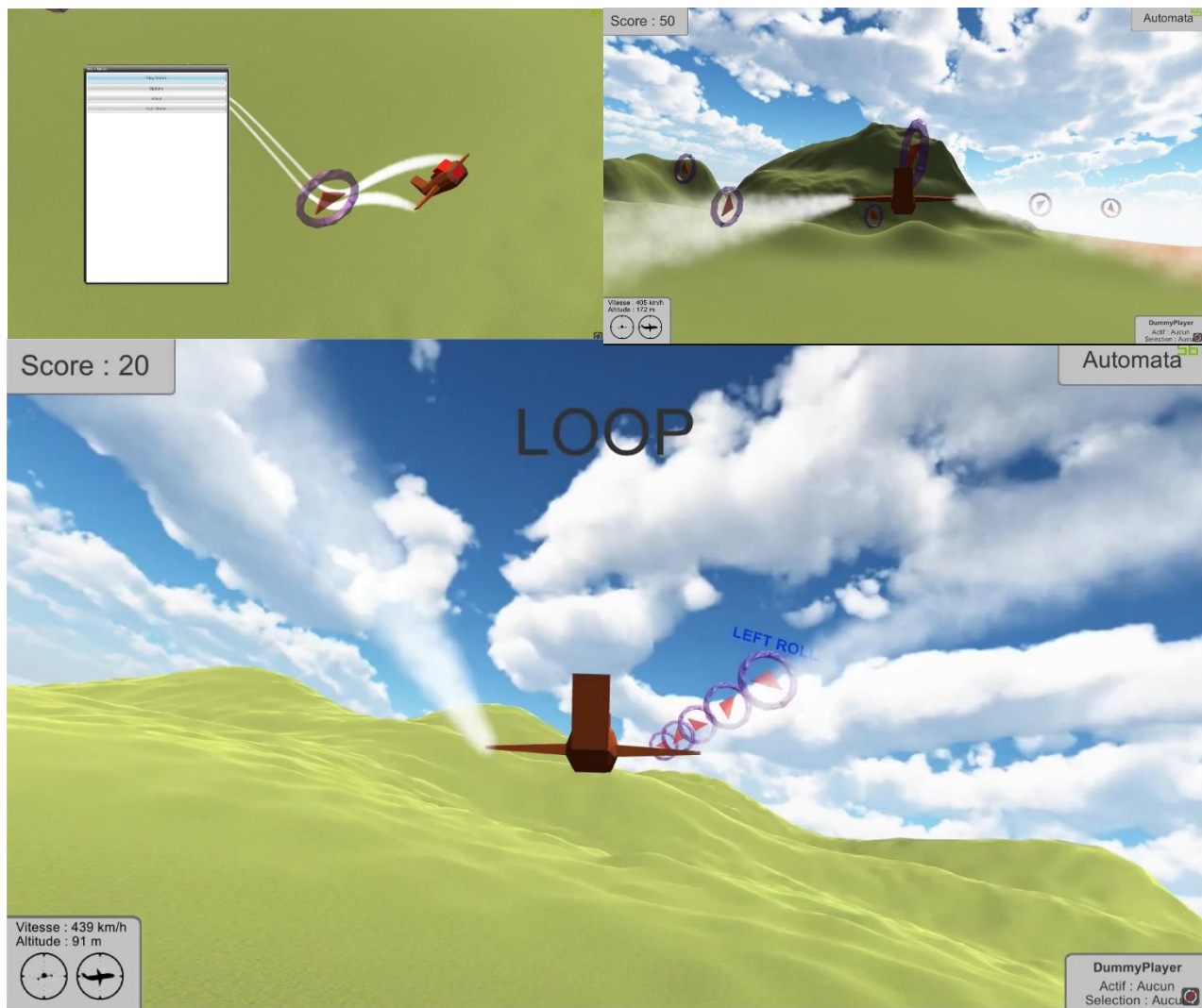
Pluoclo was made during a game jam. It is a platforming game in which the player must climb a tower to escape rising water. This game was created by 3 people on Unity 3D. I handled core gameplay features, enemies IA and procedural level generation.



Flight Simulator – Asobo

This game was created within a school project in collaboration with Asobo, a video game studio in Bordeaux (<https://www.asobostudio.com/fr>). The project aimed at finding a good way to recognize plane acrobatic figures in a 3D environment. This project included 6 programmers, and was made using unity 3D. I handle the programming of the figure recognition using an automata.

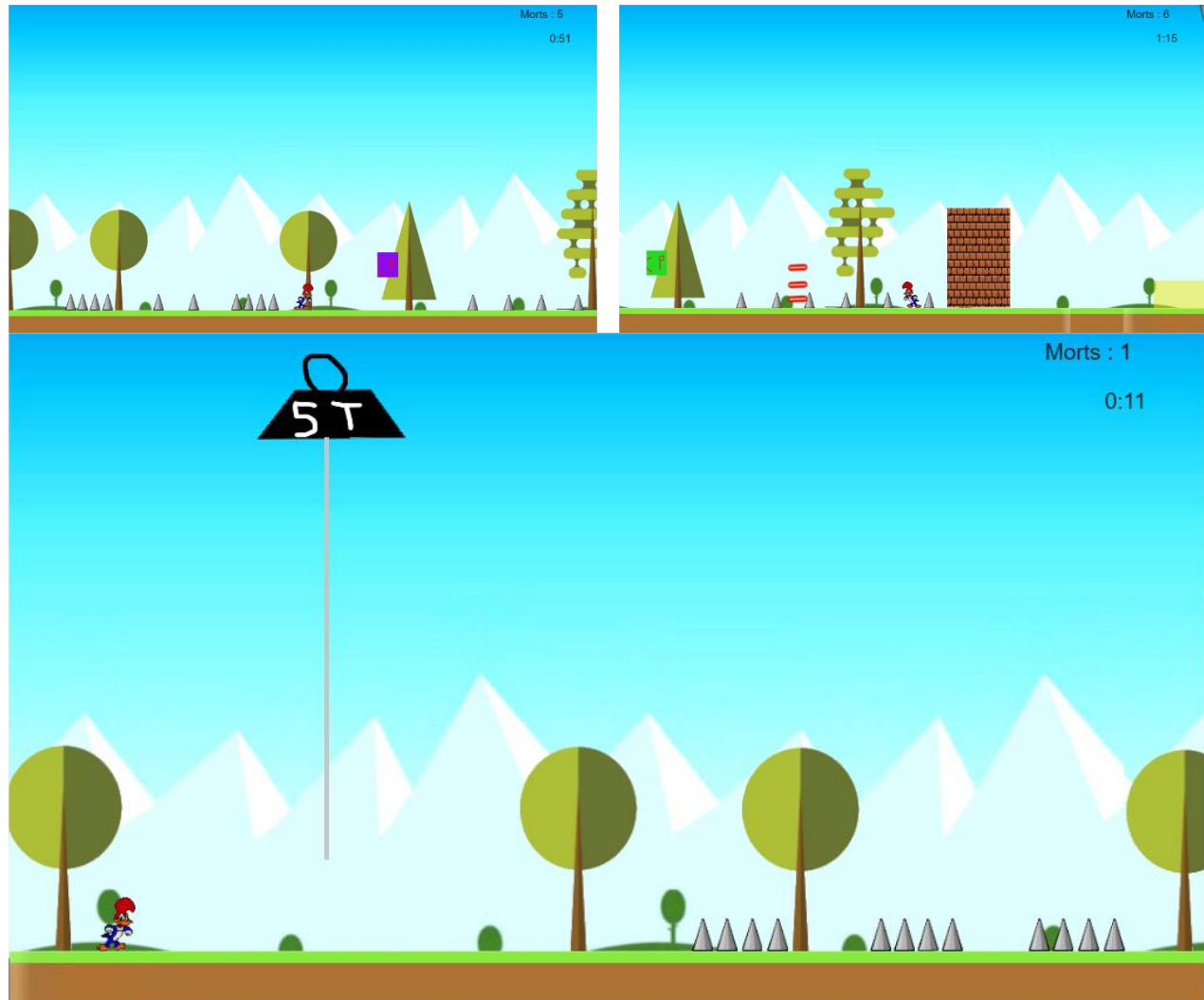
Trailer: <https://www.youtube.com/watch?v=y0kbh1zXENM&feature=youtu.be>



Die and don't retry

This game was created for a contest organized by my university's game creation club (<https://gcc.eirb.fr/>), at which it got 1st place. This is a trial and error game made by me on Construct 2.

Game available at: <https://gcc.eirb.fr/jeu.php?title=DieAndDontRetry#game>



Super Swat Running Simulator

SSRS is a simple running simulator designed for mobile, made with the Unreal Engine 4. I created this game in my free time to teach myself UE4.

