

NOÉ LAQUÈCHE

gameplay programmer

I am drawn to **meaningful single-player experiences** as well as **multiplayer** game design.

Game feel is really important to me as a developer: I work on it through the **player features**, **controller** and **camera**.



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French – Willing to relocate



June to September 2019

EDUCATION

2015 – 2019: Supinfogame RUBIKA Valenciennes

- Master 1 in Game Programming and Management (ongoing)
- Bachelor in Game Design and Management

2014 – 2015

Preparatory year at LISAA Paris – Animation & Videogame

2011 – 2013

A-Level equivalent – Scientific course, **American Bilingual Section (OIB Bordeaux)**

PROFESSIONAL EXPERIENCE

Internship at Oh BiBi: Gameplay designer & programmer on FRAG, a mobile multiplayer hero FPS

- Unity – 15 people – June to September 2018 (soft launch)
- **Gameplay programming:** hero abilities, aim assist system, 3rd person camera, general status effects (push, stun...)
 - **Game design:** hero design, hero balance (using Periscope game metrics), signs & feedbacks design

Reference on request

NOTABLE PROJECTS

Steam project: Dragon's Nest, a dragon simulator meets tower-defense

Unity – 6 people – October to February 2019 (WIP)
I am the gameplay programmer in charge of the player controller, camera and enemies.

3rd year project: MUE, an adventure game in an underwater world without up or down

Unity – 6 people – October to June 2018
I was technical game designer, working on the core design, animation systems, particles and SFX.

2nd year project: BAYOU, a voodoo Zelda-like game

GameMaker Studio – 7 people – January to June 2017
I was lead game designer and the gameplay programmer in charge of the camera, enemies and boss.

SKILLS

Unreal Engine 4 (C++, Blueprint)

- Intermediate: Gameplay
- Basics: Tools, Navigation, Materials

Unity (C#) – Certification in progress

- Advanced: Gameplay
- Intermediate: Animation
- Basics: Tools, Navigation, Shaders

Game design: Brainstorming, concept, design documents, prototyping, fine-tuning, playtest supervision

LANGUAGES

French: Native proficiency

English: Bilingual proficiency

Spanish: Limited working proficiency

INTERESTS

Music: from electronic music and hip-hop to metal and rock, with a fondness for experimental sounds... as well as traditional ethnic music.
Metal screaming practice for 5 years

Cinema:

Sci-fi – Blade Runner, Akira, Arrival
Psychological thrillers – Prisoners, Donnie Darko, Raw
Comedy – Monty Python, Brazil
Cartoon – Steven Universe, Bojack Horseman, Avatar, Hilda

Theatre: I watch a random contemporary play every month!

Sports: Pole dance – 1 year, currently practicing weekly
Water polo – 5 years