

José-Daniel CAPITAINE

TECH ARTIST | PROGRAMMER

I studied Programming and Tech Art as well as Game Design, I'm very curious and creative!

PROJETS

DERAYAH – 2024-2025 - [itch](#)

Final year-long project as a Programmer & Tech artist, managed git project.

Techstack : **Unity, C#**

Fish'n Ship – 2025 - [itch](#)

Global Game Jam 2025 participation entry.

Techstack : **Unity, C#**

The Hard Day – 2024 - [itch](#)

ESMA Rennes Game Jam winner.

Techstack : **Unreal Engine, Blueprint**

Witch Escape – 2023 - [itch](#)

Sophomore group project, participated in programming & puzzle design.

Techstack : **Unity, C#**

DREAMcatcher – 2022 - [itch](#) | [Github](#)

Zelda-like exercise solo project at school.

Techstack : **Phaser, JS, Aseprite, Tiled**

Dream Pills – 2023 - [Deployment](#) | [Github](#)

Celeste-like final freshman solo-project at school.

Techstack : **Phaser, JS, Aseprite, Tiled**

EDUCATION

ETPA – ESMA - Rennes – 2022-2025

Game Design School with specialization in Programming & Tech art

Lycée Rabelais - Saint-Brieuc – 2021-2022

Baccalauréat with specialization in Mathematics & Computer Science – With honors (Mention Bien)

Portfolio:

<https://nytouu.github.io/>

<https://github.com/nytouu>

<https://nytouu.itch.io/>

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SKILLS

Game Programming

Prototyping & polishing game feel.

Tech Art

Lighting, Unity's particle system, VFX Graph, Shader Graph, HLSL, GLSL, GDShader.

Engines & Frameworks

Unity, Godot, Unreal Engine, Bevy, Pygame, Phaser.

Languages

C#, C, C++, GDScript, Python, Rust, Lua, Bash, Shell Scripting, JavaScript.

Graphics

2D : Photoshop, Gimp, Aseprite

3D : Maya 2024

Dev Tools

Git, Github, Linux CLI.

Real-Life Languages

French (native), Spanish (native), English (B2)

SOFT SKILLS

Quick learner

Adapt easily

Creative, I can bring new ideas

Great understanding of how a game production works

HOBBIES

Videogames

Rhythm games, RPGs,

Platformers, some competitive games.

Linux

Main OS, scripting, ricing, discovering new tools & distros.