



PAUL Viudes

Game Developer

Contact

- +33 761 935 596
- paulviudes17@gmail.com
- 2b Traverse du Mas de Gidde,
13500 Martigues, France

Education

2022 - 2023

Specialised Masters in Interactive
and Game Experience Design
Gobelins

2019 - 2022

Engineering degree in
Computer science and Multimedia
Enjimin- Cnam

2017- 2019

Technical degree in computer science
specialized in digital imaging
Aix-Marseille University

2017- 2019

Third cycle of music theory
and percussion
Martigues Music Conservatory

Skills

- Unity
- Unreal Engine
- Godot
- C++ (OpenGL)
- Jira / Notion
- Reaper / Fmod

Languages

- English : TOIEC 840
- French : Native
- Spanish : C1

About me

Hello, my name is Paul Viudes. After six years of higher education in computer science and video games, including four years of work-study, I am seeking a job in the video game industry to progress both creatively and technically.

Experience

Game Developer apprenticeship

2022 - 2023 Universcience

For the renovation of the "palais de la découverte" science museum, I co-designed 23 experiments. My other mission was research and development, with the creation of prototypes.

XR engineer apprenticeship

2019 - 2022 CEA (Alternative Energies and Atomic Energy Commission)

During this apprenticeship, I have developed on many technologies like AR, VR, and haptics. The objective was to help in the qualification and design of a nuclear fusion machine.

Riri & Coco

2022 Global Game Jam Var

With 6 friends, we created a game called Riri & Coco during the Global Game Jam 2022. It's a small collaborative game where players embody two characters from children's stories, and we must solve various puzzles as quickly as possible using each character's abilities. This game is still in development alongside our respective studies.

Hobbies

- Create Video Games
- Watch genre films
- Play Guitar/Percussion/Bass
- Climbing