

# Sébastien Corfa

Student in Master Degree in Computer Science & Video Games



## Contact

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in Sébastien Corfa

## Portfolio

corfa-sebastien.ovh

## GitHub

github.com/sebspas

## Interests

Video Games  
Space innovation  
Teaching

## Work Objective

I am looking for an internship in the video games industry to complete my master at UQAC. My goal is to boost my video games developing skills by working in an professional company. Over time i would like to help extending the possibilities of creation offered by video games.

## Studies

- Since 2017 **Master Degree in Computer Science, Video Games** UQAC  
Dual degree in Computer Science at Université du Québec à Chicoutimi, in partnership with INSA of Toulouse
- 2016 - 2017 **Semester aboard, South Korea** Seoul National University  
Student of the Mathematics and Computer Science Department of SNU
- 2015 - 2018 **Engineer studies in Computer Science** INSA of Toulouse  
Computer Science Engineer student, Institut National des Sciences Appliquées
- 2013 - 2015 **BTEC Higher National Diploma in Computer Science** Université d'Aix-Marseille  
Technical training in Computing and Communication

## Internship

- 2017 3months **Laboratoire d'analyse et d'architecture des systèmes** Toulouse  
Implementation of an obfuscation module for network protocol in Java and Python. Collaboration on the writing of a research article. The final goal was to evaluate the interest of this type of tool and its performance.
- 2015 3months **CNRS Laboratoire Parole et Langages** Aix en Provence  
Creation of an intranet and update of the website of the laboratory. I also helped with the creation of the database and i added numerous features. Finally, I realised a technical report for the company in LaTeX.

## Projects

- 2017 4months **M.A.R.V.I.N. - Project at UQAC** Game development with Unity.  
Realisation of a game prototype under Unity for a video game course at UQAC. I worked of the implementation of most of the game logic's (weapons, movements, AI, UI, etc.).
- 2017 4months **Orogue - AI for a RogueLike** Project at INSA of Toulouse.  
Implementation of a multi-agent system on a rogue-like game named Orogue. I helped to develop the system itself, but also on the optimisation of the AI and the graphical interface.

- 2013 - 2015 **S2Go - Carpooling website** Project at IUT Aix en Provence.  
 Development of a carpooling website over two years. I worked on planning a schedule, managing the team as a leader, designing the database, writing an official report and finally presenting the project in front of 200 people.
- 2012 - 2016 **Minecraft community and Multi-Gamming** Personnal project.  
 Management of a Minecraft server during 4 years. Installation and configuration of plugins, organisation of meeting, management of the Linux server, creation of the forum and the website. The server was in the top 2 of the best Minecraft servers in the "role-play" category during more than year.

## Concours

- 2018 **Ubisoft Game Lab Competition** Ubisoft Competition.  
 Participation in the competition organized by Ubisoft for a duration of 2 months. The objective of this game lab is to develop a 3D game, with a team of 8 people. The theme of the game is chosen by Ubisoft. I am currently the representative of the team and also Gameplay developer under Unity.
- 2017 **GameJam autumn 2017** UQAC Competition.  
 Participation in a game creation competition organized by UQAC. The competition lasted 48 hours in which we were able to create a complete game using Unity.

## Skills

- Languages **French (mother tongue), English (TOEIC : 905), Italian (basic)**
- Computer skills **C#, C/C++, Java, PHP, Html5/Css3, JS/JQuery, SQL/PLSQL, SPARQL, Python**
- Softwares **Unity3D, Visual-Studio, Eclipse, Toad MySQL, MySQLWorkbench, IntelliJ, LATEX, Photoshop**