

Jules VANNIER



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PROFILE

Gameplay programmer junior,
currently in **last year at ETPA
Toulouse.**

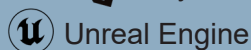
Passionate by **programming**, I'm
especially interested in gameplay
systems, programming physics
and **AI**.

SKILLS

C# / C++ / Javascript
Visual Studio / Rider
English / French fluent

Teamwork

Level Design



EDUCATION

RNCP6 Game Design

ETPA Toulouse

Specialized in programming

GAMEPLAY PROGRAMMER

SCHOOL PROJECTS

Specialized in development C# & C++

2020-2021

- Advanced programming notions in C#.
- C++ class then programming in Unreal Engine.
- Focused on optimization and performances.

Before Dusk

2021-2022

- Gameplay & AI programmer.
- A game developed during a full year dedicated to production.
- Set up of a reliable and solid code architecture to iterate properly on gameplay mechanics.
- In Before Dusk, the player is a Voodoo doll that creates a link with his enemies, transferring them the damages or debuffs he suffers from.

PERSONAL PROJECTS

Custom 3D Navmesh

Project in progress

- A dynamic Navigation Mesh for flying agents in three-dimensional space.
- Uses the Octree data structure to retrace geometry.
- A* algorithm then finds a quick path through the data structure.
- A tool built in Unity displays visual representation of the Octree and gives control on the cost of the pathfinding.

Boss Fight IA

- A standard boss AI using Unreal Engine Blackboard and Behaviour tree.
- The boss has different states such as chasing, melee or range attacking.
- The character controller and the health management are made in C++.

A Game Jam Game : Contained

- Developed in 48 hours by two persons.
- A survival game with enemy waves.
- FSP Character Controller with high mobility and reactive controls and feeling.
- Programming drones AI and enemy waves management for quick iterations on game balancing.