

Jules VANNIER



☎ 06 72 10 77 62
✉ julesvannier44@gmail.com
💻 <https://syyyylen.github.io/>

PROFILE

Tools programmer junior,
currently **intern** at **Midgar Studio**
in Montpellier, France.

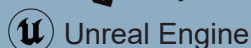
Passionate by **programming**, I'm
especially interested in **tooling**,
code architecture and **AI**.

SKILLS

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

Teamwork

Level Design



EDUCATION

RNCP6 Game Design

ETPA Toulouse

Specialized in programming

TOOLS PROGRAMMER

PROFESSIONAL EXPERIENCE

MIDGAR STUDIO - Tools Programmer Intern 6 months

- Tooling in C++ in Unreal Engine 5. (Graphs, debuggers, editor customization, etc...)
- Front-end tools API available in Blueprints.
- In charge of AI code architecture.
- Communication with designers and artists to establish what tools they need to improve their workflow.

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 Tool

- 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.
- Unity Editor customization to give control over NavMesh size, precision, etc...

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.