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GAMEPLAY PROGRAMMER

ABOUT ME

Junior gameplay programmer, I'm currently in last year of game design studies in **ETPA** Toulouse, in France.

Programming is my passion and I look forward to **work in game development** industry. I am specializing in data structures, AI, and tools development inside game engines.

SKILLS

• **Programming :**
- C#, C++, JavaScript, HTML/Css

• **Game engines :**



• **Softwares :**



• **Design :**

- Conception of game mechanics
- Balancing & data analysis
- Level Design, manage flow and difficulty

• **Teamwork :**

- Communicate efficiently with a team
- Build a strong, reliable and easy to debug code architecture
- Update document about project management (Hack'N'Plan, Miro)

• **English :**

- Fluent

• **French :**

- Native speaker

EDUCATION

• **2015 - HIGH SCHOOL DIPLOMA**

• **2016 - BAFA :**
specialized as lifeguard.

• **Since 2019 - ETPA Game Design :**
Currently in third year, a year dedicated to the production of a complete video game experience. I'm working on this project as Lead Programmer, and our project requires a lot of AI, and is based on systemic effects.

EXPERIENCE

• **2017-2018-2019 :**

- Camp counselor and lifeguard in summer camps.
- Activity leader in schools as full time job in Toulouse and Montpellier (France).

PERSONAL WORK

• **Custom 3D Navmesh :**

- A navigation system in three dimensions in Unity C#.
- Uses an Octree data structure to represent occupied and free space then A* algorithm to find a path.
- The navmesh is optimized to be updated dynamically.

• **BossFight IA :**

- A classic boss AI using Unreal's Blackboards and behaviour tree.
- The boss chases the player, attacks him both melee and ranged attacks depending the datas fulfilled by the game designer.
- The character controller and the healthbars management is coded in C++.