# Thomas GUNZBURGER

## Gameplay Programmer



# Resume

Currently looking for a job. I've gained experience working in various studios, as well as developing multiple video game projects over 5 years in my spare time. Motivated, passionate and comfortable working as part of a team, I'd be a real asset to your company. I'm available now.

# Experiences

### Gameplay Programmer

StarchainGazer, Paris Nov. 2023 - Jan. 2024

- Involved in the development of a mobile multiplayer game
- Designed and developed a POC for a mobile game project
- Graphic optimization within Unity to improve mobile performance

### Junior Gameplay Programmer

Ubisoft Paris Mobile, Saint-Mandé Jan. 2022 - Feb. 2023

- Creation, as part of a team, of a game that has been released: "Mighty Quest: Rogue Palace"
- Creation of tools within Unity to help game designers
- Creation of various player gameplay features
- Creation and implementation of various enemies within the game, including some bosses
- Implementation of artificial intelligence for enemies and the player's pet

### Intern Software Developper

SmartPixels, Paris Nov. 2018 - May 2019 / Dec. 2019 - June 2020

- Developing a Unity application for iOS on my own
- Improving the Unity code base used by developers
- Producing a projection prototype on an object using the HTC Vive
- Creating internal tools in Python and Bash

# Contacts

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- github.com/tgunzbur

# Skills

- C# / Unity
- C++ / Unreal
- Git / Perforce
- A.I.

# Projects

- Multiple games in C# / Unity
- Several mini-games in C++
- Video game in Java for Android

# Hobbies

- Video games
- Climbing 8 years
- Ski and Snowboard 19 years
- Football 2 years