

Thomas BOULANGER
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Born on 08/01/1997 - Driving license - Conveyed
16 Bis Impasse bourbonnaise
16000 Angoulême

Student Video Games Programming

EDUCATION

Since 2022 **Master's degree in Video Games & Interactive Media, Programmation specialization at Cnam Enjmin Angoulême**

Audiovisual, interactive media and games course

Development of the [AAAaaaAh](#) game (M1 project)

Writing of *Optimization Techniques for Enhanced Performance in Unity* dissertation

2019/2022 **3 year diploma in video game programming from Esa Games Carpentras**

Video Game Programming and Game Design

Development of [Kintsugi](#) (Global Game Jam 2020), [Underground](#), [Billy's Pod](#) (Global Game Jam 2021) games, multiplayer game [Meme Kart](#), rhythm game [The Ugly](#)

[Duckling](#)

CFA Automobile Formation 13, Marseille :

2017 / 2019 **CQP Car Bodywork & Car Painter**

2016 / 2017 **NVQ Car Bodywork**

2014 / 2016 **BTEC Motor vehicle maintenance (with honours)**

2012 / 2014 **NVQ Motor vehicle maintenance**

PROFESSIONAL EXPERIENCE

July to August 2020 - Exkee, Video Games Development Studio, Marseille 13003

- Creation of the [Exkee.com](#) website using WordPress
- Creation of the mobile video game [Poker run](#)

October 2017 to 2019 - Carrosserie Du Garlaban, Marseille 13012

- Bodywork and painting on all car models
- First prize at the 45th Olympiades des Métiers, "Sheet metal and bodywork" category

September 2016 to October 2017 - Carrosserie LE MILANO, Marseille 13010

- Bodywork and mechanical work on classic, sports and luxury cars
- Delivery of vehicles to customers and responsible for administrative formalities

SKILLS

Languages: fluent and professional French and English

IT: Maya, Unity, Unreal Engine, Git, Perforce, Blender*, Visual Studio, Rider, Substance painter/designer*, C, C#, CSS*, C++, HTML*, JavaScript*, Python* (* basic knowledge)

INTERESTS

- Arts and popular science, interest in AI development, LLM, neural systems and machine learning, deep learning, VR, procedural creation
- Video games and their development (CIG, Riot Games, IMC, Gaijin, Grinding Gear Games)
- Travels: Spain, Iceland, England, Tunisia, Greece, Belgium, Italy, Germany, Florida