

# Thomas Depraz-Depland

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[thomasdepraz.github.io](https://thomasdepraz.github.io)

## Game Programming Student

As a 4th year Game Programming student, I am currently looking for a 2-4 month internship during 2022's summer.

## Skills

### Programming

C#  
Unreal Blueprint  
HTML/CSS

### Software

Unity  
Unreal Engine  
GitKraken  
Adobe Suite  
Pack Office

### Game Design

Game mechanics  
Design Documents  
Design Tools

### Teamwork

Notion  
Jira  
Excel

### Spoken Languages

French(native)  
English (usual)

## Education

Sept. 2021 > Current

### Game Programming Mastère

Rubika Game, Valenciennes, France

Sept. 2018 > June 2021

### Game Design Bachelor

Rubika Game, Valenciennes, France

Sept. 2015 > June. 2018

### Baccalauréat S spécialité SPC With Honors

Lycée Camille Vernet, Valence, France

## Experience / Projects

### 2021

#### ■ BlueScan: **Gameplay Programmer**

□ Mobile game □  
□ **Unity** □ **3D** □ **18 people** □ **5 months** □  
We charged by Thales Group to develop a mobile game to present their anti-submarine defense solutions.

#### ■ Pirate Academy : **Core Gameplay Programmer**

□ WarioWare-like Game □  
□ **Unity** □ **2D** □ **40+ people** □ **2 months** □  
I was part of the core programming team in charge of developing the macro-game.

### 2020

#### ■ Thales Card Game : **Game Designer**

□ Card Game □  
□ **12 people** □ **4 months** □  
We were charged by ThalesGroup to create a card game to present their anti-submarine defense solutions.  
I worked on the gameplay mechanics, the QA and the rules's redaction.

#### ■ Hook : **Lead Gameplay Programmer**

□ Zelda-like game □  
□ **Unity** □ **2D** □ **8 people** □ **4 months** □  
As lead gameplay programmer I was in charge of the technical documentation as well as helping my colleagues with their code. As a programmer, I mainly worked on the player controller and interactable objects.

#### ■ K.A.T.A.N.A : **Game Designer / Programmer**

□ Roguelike vertical slice □  
□ **Unity** □ **2D** □ **7 people** □ **4 months** □  
I worked on the game mechanics. I programmed the player controller and worked on the game's UI.

### 2019

#### ■ Habemus Papam : **Game Designer**

□ BoardGame □  
□ **6 people** □ **9 months** □

#### ■ The Case Escape Game : **Game Designer Intern**

(Game Mastering + mobile Escape Room creation)  
□ **1.5 months** □

## Hobbies

Reading : Alain Damasio  
Philip K. Dick  
Label 619

Sport : Biking  
Climbing  
Running

Music : Amateur Pianist  
J.S Bach  
L'Impératrice