

Thomas Depraz-Depland

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

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

School /Personal

■ TaleTeller : **Lead Gameplay Programmer**

□ Deckbuilding-Roguelite Game □

□ **Unity** □ **2D** □ **5 people** □ **Ongoing** □ **2021-22** □

As the lead programmer I designed the code architecture and developed the main features. I also created multiples tools for my team to be more productive.

■ Pirate Academy : **Core Gameplay Programmer**

□ WarioWare-like Game □

□ **Unity** □ **2D** □ **40+ people** □ **2 months** □ **2021** □

I was part of the core programming team in charge of developing the macro-game.

■ Hook : **Lead Gameplay Programmer**

□ Zelda-like game □

□ **Unity** □ **2D** □ **8 people** □ **4 months** □ **2020** □

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** □ **2019** □

I worked on the game mechanics. I programmed the player controller and worked on the game's UI.

Professional

■ BlueScan: **Gameplay Programmer**

□ Mobile game □

□ **Unity** □ **3D** □ **18 people** □ **5 months** □ **2021** □

We charged by [Thales Group](#) to develop a mobile game to present their anti-submarine defense solutions.

■ Thales Card Game: **Game Designer**

□ Card Game □

□ **12 people** □ **4 months** □ **2020** □

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.

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

□ **1.5 months** □ **2019** □

I was the game master of one of the rooms and I also created a mobile escape room.

Hobbies

Reading : Alain Damasio
Philip K. Dick
Label 619

Sport : Biking
Climbing
Running

Music : Amateur Pianist
J.S Bach
L'Impératrice