Thomas Depraz-Depland

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in LinkedIn

Valenciennes, France
Open to relocate

Game Programming Student

As a 5th year Game Programming student, I am currently looking for a 6 month internship starting in July 2023.

Skills

Programming	**Software**	**Game Design**
C#	Unity	Game mechanics
Unreal Blueprint	Unreal Engine	Design Documents
Version Control	GitKraken	Design Tools
	Adobe Suite	
	Pack Office	

Teamwork	**Spoken Languages**
Notion /Confluence	French(native)
Jira	English (usual)
Excel	

Education

Sept. 2021 > Current
Game Programming Mastère
Supinfogame Rubika, Valenciennes, France

Sept. 2018 > June 2021
Game Design Bachelor
Supinfogame Rubika, Valenciennes, France

Sept. 2015 > June. 2018
Baccalauréat S spécialité SPC
With Honors
Lycée Camille Vernet, Valence, France

Experience

Professional

■ **Programmer Intern at BetaDwarf**
 ⬚ **Unity** ⬚ **4 months** ⬚ **2022** ⬚
I joined the production of Project F4E as a part of the "core" programming team. I was tasked with visualization, meaning translating game data to the game (VFXs, animations…) but also tooling and debugging related to visualization

■ 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.

■ **Game Designer Intern at The Case Escape Game** 🔗
 ⬚ **1.5 months** ⬚ **2019** ⬚
I was the game master of one of the rooms and I also created a mobile escape room.

School /Personal

■ TaleTeller : **Lead Gameplay Programmer**
 ⬚ Deckbuilding-Roguelite Game ⬚
 ⬚ **Unity** ⬚ **2D** ⬚ **5 people** ⬚ **5 months** ⬚ **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.

Hobbies

Reading :	Alain Damasio	Sport :	Biking	Music :	Amateur Pianist /Guitarist
	Philip K. Dick		Climbing		J.S Bach
	Label 619		Running		L'Impératrice