# **Thomas Depraz-Depland**

# **Game Programming Student**

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

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Valenciennes, France Open to relocate

#### Skills

**Programming** C# / C++

**Unreal Blueprint** Version Control

Software Unity **Unreal Engine** Perforce Plastic SCM Pack Office

Game Design

Game mechanics **Design Documents Design Tools** 

### **Teamwork**

Notion /Confluence Jira Excel

## Spoken Languages

French (native) English (usual)

## **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 were 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

Starry Bloom : Lead Programmer / Producer

☐ Exploration game ☐

☐ UE4 ☐ 3D ☐ 9 people ☐ ongoing ☐

I'm mainly in charge of developing the core mechanics and tools for the project. I also developed a basic CI/CD pipeline using Jenkins.

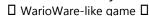
TaleTeller : Lead Gameplay Programmer

☐ 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 &



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

I was part of the core programming team in charge of developping the macro-game as well as helping other developers and enforcing the documentation.

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.

# **Hobbies**

Reading: Alain Damasio

Philip K. Dick Label 619

Sport: Biking Climbing Running

Music: Amateur Pianist / Guitarist J.S Bach L'Impératrice