

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.



+33 (0)6 79 53 00 68



thomasdeprazdepland@gmail.com



thomasdepraz.github.io



LinkedIn

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

□ 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 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