

Thibaut Monnet

Game Programmer – Looking for an internship starting July 2019

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Valenciennes, FRANCE

EXPERIENCE

- July-September 2018 **Internship - YS Interactive, Valenciennes, France** Gameplay Programmer
3C / puzzle implementation and graphic R&D on a UE4 project.
Debug and Analytics implementation on a Unity3D project.
- July-August 2015 **Internship - SOCIAANOVA, Mons, Belgique** C# developer
DUT internship, port of a network API from PHP to C#.
- August 2013 **Job - CHI Fitz James**
Summer job.

EDUCATION

- 2016-2019 **MASTER : Game Programming & Management, Supinfogame RUBIKA - Valenciennes**
Teamwork with Game Designers and Game Artists, on Unity3D & UE4.
Training in C#, C++, Shaders, Network, and Tools programming.
Games published on Google Play Store.
- 2013-2015 **DUT Computer Science, IUT d'Amiens**
Formation informatique généraliste : algorithmie, POO, Web, réseau.
- 2013 **Science 'Baccalauréat', Lycée Cassini – Clermont de l'Oise**

PROJECTS

- 2018-2019 **SLUM77, Supinfogame : Unreal Engine 4** Lead Programmer
Final year project, first person multiplayer Horror game with sound mechanics.
- 2018 **PATCHER, Supinfogame : SteamVR, Unity3D** System & Audio Programmer
VR musical game for HTC Vive
- May 2017 **DIFFRACTION, personal project : Unity3D** Main Programmer
Audio system C# (occlusion, diffraction)
- February 2017 **CATVENTURES, Supinfogame X OhBibi : Unity3D** Main Programmer
Mobile RPG developed in two weeks
Published on Google Play Store

HOBBIES

Video games :

Rogue-Like, RPG, FPS,
Platformer, Versus Fighting

Music:

Computer music, Piano,
Saxophone,
Mix, Mastering, audio filter
development

Jam :

Global Game Jam '17 & '18

Linguistic trips :

Germany, Ireland, USA

SKILLS

Languages

C#, C++

Engines

Unity3D, Unreal Engine 4

Shaders

Shaderlab / CG, GLSL

Tools

GIT, Jira, SVN

Audio

Wwise, wdl-ol

Database

MySQL, PostgreSQL

Web

HTML/CSS, PHP

Electronic

Proteus ISIS

LANGUAGES

English

Fluent

German

Beginner