

Thibaut Monnet

Game Programmer – Looking for an internship from June to October 2018

linkedin.com/in/thibaut-monnet/
t.monnet@rubika-edu.com
tmonnet.github.io
+33 6 02 35 98 03
Valenciennes, FRANCE

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** and **Steam**.
- 2013-2015 DUT Computer Science, *IUT d'Amiens*
Computer Science training : algorithm, OOP, Web, Network.
- 2013 Science 'Baccalauréat', *Lycée Cassini – Clermont de l'Oise*

EXPERIENCE

- Juillet-Août 2015 SOCIANOVA, *Mons, Belgique*
DUT internship, port of a network API from PHP to C#.
- Août 2013 CHI Fitz James
Summer job.

PROJECTS

- 2018 PATCHER, *Supinfogame* : System / Audio Programmer
VR musical game - on **Steam** this summer SteamVR, Unity3D
- Mai 2017 DIFFRACTION, *personal project*
Audio system C# (occlusion, diffraction) Unity3D
- Février 2017 CATVENTURES, *Supinfogame X OhBibi* : Main Programmer
Mobile RPG published on **Google Play Store** Unity3D

HOBBIES

Video games :

Rogue-Like, RPG, FPS

Music :

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

Jam :

Global Game Jam '17 & '18

Linguistic trip :

Germany, Ireland, USA

SKILLS

Languages	C#, C++, Javascript, LUA	Audio	DSP, IPlug, Wwise
Engines	Unity3d, Unreal Engine 4	Database	MySQL, PostgreSQL
Shaders	Shaderlab, CG, GLSL	Web	HTML/CSS, PHP
Tools	GIT, HacknPlan, Discord	Electronic	Proteus ISIS

LANGUAGES

English	Intermediate
German	Beginner