

Valentin MACHADO

48 avenue du champs de mars
Garons, 30128, FRANCE
+33 6 60 46 26 19
valentin.machado.cpe@gmail.com

PROFESSIONAL EXPERIENCE

Wanadev, Lyon - Developer and Project Manager

September 2016 - April 2018

- Projects management
- Conception & implementation of WebGL applications
- Customer Contact

Wanadev, Lyon - Internship

March 2016 - August 2016

Research and development of global illumination algorithm in WebGL, as part of a final internship.

IHMTEK, Vienna - Trainee

September 2015 - December 2015

Development of a game engine for museums (Ludomuse) implemented with Cocos 2d-x (C ++), as part of a student engineer internship.

SCHOOL

Queen's University, Kingston CANADA - Bac +5

September 2014 - April 2015

Student Exchange (TASSEP), Computer Science Department: Artificial Intelligence and Algorithms

CPE Lyon, Lyon - Bac + 3 / + 4

September 2012 - July 2014

3rd and 4th year engineering degree - Computer Specialization

Alphonse Daudet, Nîmes - Bac + 1 / + 2

September 2009 - July 2012

Preparatory class for the Grandes Ecoles, MPSI then MP

COMPETENCES

Languages : Javascript, C ++, Java, Nim, Gml Game

Game engines : Unity, Godot, GameMaker

Environments : Windows, Linux, Android

Tools : Git, Bash, JSON, Software architecture, WebGL, networks

PERSONAL PROJECTS

Dungeon card - 2019: Developer on a card game (**GameMaker**)

Portfolio 3D - 2018: Developer on a 3D portfolio (**WebGL** - **THREE.js**).
Url: valentinmachado.github.io

Souk - 2018 : Developer on a party game (**Godot engine**).

Demon - 2017 : Developer on a tower defense made in game jam (**Unity engine**).

Walls - 2015 : Developer on a tablet game (**Android NDK**).

Steam Pong - 2014 : Sound designer on a Arcade game made in game jam (**Fruity loops**).

LANGUAGES

English: B2 - Cambridge English

LEISURE

Tennis, Squash, Trekking, Sound design (ableton / fruity loops), Music (guitar / bass)