

WHAÏD CREMERY

GAMEPLAY PROGRAMMER JUNIOR 📍 FRANCE ☎ (+33)782360642

◦ DETAILS ◦

France
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◦ LINKS ◦

[Portfolio](#)

[LinkedIn](#)

◦ SKILLS ◦

C/C++
C#
Python
Unreal Engine 4
Unity
Git
Desire to learn
Listening
Adaptability
Dedicated team player

◦ LANGUAGES ◦

French

English

◦ HOBBIES ◦

Play Action / Stealth Games.
Watch Psychological thriller movies.
Discover new technologies.

📁 EMPLOYMENT HISTORY

Apprentice Gameplay Programmer at Tavrox Games, Toulouse

October 2020 — November 2021

Match On The Nile

- Extend game's content by implementing Game Design mechanics.
- Enhance Game Feel by adding feedback and visual effects.
- Integration of assets by changing prototype assets with production ones.
- General UI/UX improvement.

Neurodeck

- Integrate the Steam Achievement System by using Steamworks API.
- Adapt the business model of the free to play version by adding an integrated store.
- Improve player experience by fixing bugs.
- Make the game playable on the Trail.gg web platform.

Apprentice Software Programmer at Sopra Steria, Toulouse

October 2018 — October 2019

AirnavX

- Improve app stability by rewriting end-to-end integration tests measured by Jenkins.
- Improve the indexing of tech data by developing a data parsing module.
- Make new tech data indexing more automatic by replacing developer intervention with a program.

🎓 EDUCATION

Master's Degree in Audiovisual, Interactive Digital Media, and Games, University

Jean-François Champollion, Albi

September 2020 — July 2022

Bachelor's Degree in Computer Science, Institut of Computer Sciences, Toulouse

October 2018 — October 2019

DUT in Computer Science, University Paul Sabatier, Toulouse

September 2014 — July 2016