# Benoît LANDI, PhD 30 years old

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# COMPÉTENCES







> Unity > Java

- > Analysis et design
- > Game Design
- > Project management
- > Redaction of scientific publications
- > C++
- > Web (Js, JQuery, HTML/CSS)
- > Script (Pyhton, Perl)
- > Visual Studio
- > Eclipse
- > Microsoft Office
- > Photoshop & Gimp
- > Blender

### > LANGUAGES

- > French- Natif
- > English- Bilingue (TOEIC 965/990)
- > Spanish- B1

# > HOBBIES

- > TF2 level design using Steam SDK
- > Admin of an online community
- > Rock climbing(7b)
- > Game Master

# **DEVELOPER** GAME DESIGNER

#### > PROFESSIONAL EXPERIENCES

# Research engineer - Serious Games

2019-2024 INU Champollion, Albi (France)
COMPUTER SCIENCE PHD (SEE. EDUCATION)
RESEARCH ENGINEER, GAME DESIGNER & UNITY DEVELOPER
> Design of a serious game aiming at teaching telehealth-

SERIOUS

RESEARCH

SERIOUS

GAME RESEARCH

**GAME** 

care for "France 2030 numérique et santé"

> Programmer Unity

Institut National > Project management

Champollion > Redaction of scientific publications

# Game Designer on King Crusher (ios, Android)

2018 Ankama, Roubaix (France)
GAME DESIGNER ON KING CRUSHER

> Released Janvier 9th 2019 on iOS & Android

> Game Design of heroes, classes, enemies, items, and random events.

a n k a m a > Level Design of worlds and levels.

- > Programming of a tool to aggregate player data in python.
- > Design of the game's business model

Java Programmer

#### 2015 - 2016 Sopra Steria, Albi & Valencia (Spain)

EVOLUTION AND MAINTENANCE OF A WEB-APPLICATION IN AN INTERNATIONAL TEAM

> Taking part in the development of a JAVA back-end application for

the French state (new functionalities and bugs). > Design and develop an API from Selenium Webdriver (automatisa-

tion of Q/A). SOPIC ANALYSIS AND EVOLUTION OF A BANK'S APPLICATION

steria > Design and develop an architecture analysing tool in C#.

> Modify the architecture of a Java application to make it compatible with Mayen

> Implement an automatic test tool (SonarQube).

## > EDUCATION

#### Computer science PhD

#### 2019-2023 INU Champollion

RESEARCH & DEVELOPMENT, EXPERIMENTATION, SCIENTIFICS



Study of the benefits of tangible user interfaces applied to teaching scheduling to French nursing students using a

serious game simulating a hospital ward.
> Unity programming using C# and Microsoft's dll in C++
> Research in human-machin interfaces (HMI)
> Design and implementation of experimentation regarding

healthcare professionals

> Redaction of 4 publications and participation at scientific conferences

# > Teaching Game Design to post-graduates Mastère Spécialisé "Interactive Digital Experiences"

2018 Les Gobelins - Cnam-Enjmin
GAME DESIGN, LEVEL DESIGN, STORY-TELLING, PROJECT MANAGEMENT
> Unity Developer on "Office Ninja": Stealth comical

Metroidvania game.

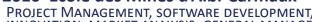
> Unity Developer on "Xplosive truck" : Game based on

GOBELING «Le Salaire de la peur».

ECOLE DELINAGE > Developer on "Emoji'rouette" (Js) : Narrative game "Chat Application"

# Engineer from Mines d'Albi-Carmaux

#### 2013 - 2016 École des Mines d'Albi-Carmaux



PROJECT MANAGEMENT, SOFTWARE DEVELOPMENT, CREATIVITY AND INNOVATION, MARKET ANALYSIS, GENERAL MANAGEMENT > Developer on a car sharing application (Perl, Js, HTML/CSS):

Design from need analysis to the delivery, in a 6 persons' team a car sharing web application for the school.

> Project manager on an industrial mission in a 7 persons' team

