

Benoît LANDI, PhD

30 years old

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> COMPÉTENCES



> Unity > C# > Java

> Analysis et design
> Game Design
> Project management
> Redaction of scientific publications

> C++
> Web (Js, JQuery, HTML/CSS)
> Script (Python, 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-care for "France 2030 numérique et santé"
> Programmer Unity
> Project management
> 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.
> 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 (automation of Q/A).
ANALYSIS AND EVOLUTION OF A BANK'S APPLICATION
> Design and develop an architecture analysing tool in C#.br/>> Modify the architecture of a Java application to make it compatible with Maven.
> Implement an automatic test tool (SonarQube).

> EDUCATION

Computer science PhD

2019-2023 INU Champollion



RESEARCH & DEVELOPMENT, EXPERIMENTATION, SCIENTIFICS PUBLICATIONS
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-machine 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-Enjin



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 «Le Salaire de la peur».
> 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