

# Benoît LANDI

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

# DEVELOPPER GAME DESIGNER

## > PROFESSIONAL EXPERIENCES

### Research engineer

2022-2024 INU Champollion, Albi (France) - 1 year



Institut National  
Universitaire  
Champollion

INGÉNIEUR DE RECHERCHE, GAME DESIGNER & DÉVELOPPEUR UNITY

> Design of a serious game aiming at teaching telehealth-care for "France 2030 numérique et santé"

> Programmer Unity

> Project management

> Redaction of scientific publications



SERIOUS  
GAME  
RESEARCH  
LAB

### Game Designer on King Crusher (iOS, Android)

2018 Ankama, Roubaix (France) - 5 mois

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



ankama



### Java Programmer

2016 Sopra Steria, Valencia (Spain) - 6 months



sopra  
steria

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 (automatisation of Q/A).

### Java Programmer

2015 Sopra Steria, Albi (France) - 4 months



sopra  
steria

ANALYSIS AND EVOLUTION OF A BANK'S APPLICATION

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

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

> Implement an automatic test tool (SonarQube).

## > EDUCATION

### PHD in computer science

2019-2023 INU Champollion - 4 years



IRIT  
Institut de Recherche  
en Informatique de Toulouse  
CNRS - IRP - UTM - UT1 - UT2J

RECHERCHE, DÉVELOPPEMENT, EXPÉRIMENTATION, PUBLICATIONS SCIENTIFIQUES

*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



SERIOUS  
GAME  
RESEARCH  
LAB

### Mastère Spécialisé "Interactive Digital Experiences"

2018 Les Gobelins - Cnam-Enjmin



GOBELINS  
L'ÉCOLE DE L'IMAGE

GAME DESIGN, LEVEL DESIGN, STORY-TELLING, GESTION DE PROJETS.

> Programmer Unity on "Office Ninja" : Stealth comical Metroidvania game.

> Programmer Unity on "Xplosive truck" : Game based on «Le Salaire de la peur».

> Programmer on "Emoji'rouette" (Js) : Narrative game "Chat Application"



### Engineer from Mines d'Albi-Carmaux

2013 - 2016 École des Mines d'Albi-Carmaux



MINES  
Albi-Carmaux

PROJECT MANAGEMENT, SOFTWARE DEVELOPMENT, CREATIVITY AND INNOVATION, MARKET ANALYSIS, GENERAL MANAGEMENT

> Programmer 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 a industrial mission in a 7 persons' team