BOISSEAU Romain

COMPUTER & VIDEO GAME DEVELOPER

Contact

Phone :
+33 6 61 78 21 27

Mail :
romain.boisseau.18@gmail.com

Adress :
22 Rue Montesquieu - 501
Lyon 69007

Portfolio : Link here
Github : Link here

Skills

Programming Languages

- **C++**
- **Unity**
- **Unreal Engine**
- **Frontend (PHP, ReactJS, ect)**
- **Backend (SQL, MongoDB)**

Languages

- **French :** Native language
- **English:** B2
- **Japanese:** B1
- **German:** B1
- **Korean:** Beginner(A1-A2)

Soft skills

- **Teamwork**
- **Organization**
- **Punctuality**
- **Perseverance**

Education

STI2D High School Diploma   **2022**

Lycée Pierre-Emile Martin, Bourges

Bachelor's in Computer and Video Game Development (in progress)   **2022 - 2025**

Gaming Campus, Lyon

- **C++ Development (Windows, Console & Unreal Engine)**
- **C# Development (Unity)**
- **Blueprint development (Unreal Engine)**
- **Web Development**
- **Introduction to Digital Law**
- **Project Management**

Examples of Academic Projects

- **C++ Engine | DirectX12**   **2024**

  Design of our own real-time 3D engine using DirectX12 to create a space shooter as an introduction to the library.

- **Uneven**   **Summer 2024 - 2025**

  Creation of a video game demo in Unity within the GStudio structure of the school, independently, with 5 developers, set to be released on Steam in 2025.

Professional Experience

Discovery Internship in Bakery and Pastry   **January 2019**

Bakery Ligerot, La Chapelle Saint-Ursin

Web Developer - End-of-First-Year Internship   **May - July 2023**

LibrenBerry, Bourges

- Development of the Website in ReactJS with MongoDB

Malartre Museum   **December 2024 April 2025**

Museum of automobile Henri Malartre, Lyon

- Creation of a serious game (mobile game) for the Malartre museum, using Unity