

BOISSEAU Romain

COMPUTER & VIDEO GAME DEVELOPER

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.

• RIWA

March 31 - April 30 2025

RIWA is a mobile game part of the Grand Projet Commun for the final year of the Bachelor's program at Gaming Campus as a team of 24. It's a puzzle and exploration game developed in 3D using Unity.

Award Received: Best Gamplay

Professional Experience

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

Contact

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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