BOISSEAU Romain
IT (3D / APPLICATION) & VIDEO GAMES DEVELOPER

Contact

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📍 22 Rue Montesquieu, Lyon 69007

🔲 Github

🌐 Portfolio

in Linkedin

Skills

Programming :
- **C#**
- **C++**
- **C**
- **Python**

Web :
- HTML/CSS
- Javascript/PHP
- React

Engine :
- **Unity**
- **Unreal Engine**

Data management :
- SQL
- NoSQL

Soft Skills (+40 projects)

- Teamwork
- Ability to work independently
- Perseverance
- Organization
- Project management

Languages

- French – Native language
- English – B2 | TOEIC Certification
- German– B1

Hobbies

- Video Games (Souls, Metroidvania, Competitive)
- Music (Kpop, Electro, Pop, Rap)
- Foreign Languages

Professional Experience

Gameplay Developer - Unity3D — May – September 2025
FFT
- Development of the character customization system
- Development of the main gameplay loop
- UI development

Gameplay developer - Unity3D — Februar – April 2025
Malartre Museum | Serious Game
- Movement mechanics
- Integration of shaders, VFX, and props

Web Developer - End-of-first-year internship — May – July 2023
LibrenBerry, Bourges
- Development of a website using ReactJS with a MongoDB database.

Academic projects

RIWA - Unity 🏆
Gameplay developer
- Procedural path generation
- Design and implementation of puzzles
- Implementation of tutorials, dialogues, colliders, and game ending
- Worked in a 28-member team (Tech, Art, TV, Business)
- Award:
  - **The Rookies 2025 | Game Of The Year - Mobile**
  - Best Gameplay | Gaming Campus Awards

Uneven - Unity
Gameplay developer, IA & VFX Artist
- Creation of the demo's final boss
- VFX for environments, feedback, and attacks
- Combo-based attack system

C++ Engine DirectX12
System Architecture & Logic
- ECS system
- Development of the movement system
- Introduction to the DirectX 12 library

Angry birds like - UE5
Gameplay developer
- Creation of the controller
- Geometry collection and force field
- Multiple effect-based projectiles
- Use of Chaos Physics

Education

Master's Degree, Video Game Developer, Real-Time 3D Rendering and Immersive Technologies — Ongoing
GTech Master Program | Gaming Campus, Lyon

Bachelor's Degree in Computer Development, Video Game Option — 2022 – 2025
GTech Program | Gaming Campus, Lyon

STI2D Baccalauréat – with Honors — 2022
Pierre-Emile Martin High School, Bourges