Romain BOISSEAU
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

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

Languages

- French – C2
- English – B2 | TOIEC 800 Points
- German – B1

Hobbies

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

Professional Experience

Gameplay Developer - Unity3D   May – September 2025
French Tennis Federation, Paris
- Développement du système de customisation de personnage
- Développement boucle de gameplay principale
- Développement UI

Gameplay Developer - Unity 3D   Februar – April 2025
Henri Malartre Automobile Museum, Lyon
- Creation of the movement mechanics
- Integration of shaders, VFX and props

Web Developer   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, Video talents, Business developers, Musicians)
- Awards :
  - **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 DirectX12 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 (+40 projects)   2025
GTech Program | Gaming Campus, Lyon

STI2D French Baccalaureate - with Honors   2022
Pierre-Emile Martin High School, Bourges