



Romain BOISSEAU

IT (3D / APPLICATION) & VIDEO GAMES DEVELOPER

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

2025

GTech Program | Gaming Campus, Lyon

STI2D French Baccalaureate - with Honors

2022

Pierre-Emile Martin High School, Bourges

Contact

06 61 78 21 27

romain.boisseau.18@gmail.com

22 Rue Montesquieu, Lyon 69007

[Github](#)

[Portfolio](#)

[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)

- 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