Yann DECHAUX

3D Software Developer

✉ yann.amodechaux@gmail.com
🏳 French
💻 Open to remote work
🚲 Cyclist
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Academic projects

From March 2023 to June 2023
Game Engine
Development of a game engine similar in functionality to Unity

December 2022
"Orc Must Die" type game on the Switch
Usage of Unreal Engine, C++, and the Nintendo Switch Devkit.

From April 2022 to May 2022
OpenGL Engine
Technical Research and Mathematical Learning

December 2021
2D Tower Defense
C++ Development of a Tower Defense Game on Raylib in a Linux Environment

Work experience

From June 2023 to July 2023
Intern Developer
Idea Agencement Flash Le Puy-en-Velay
Implementation of 3D Rendering and SSR Reflection Techniques

From April 2021 to June 2021
Intern Developer
Nowengo Paris 19th
System Automation, Apex Development.

From July 2019 to August 2020
Customer Service Representative
Schindler Vélizy
Customer handling, emergency response, and technician scheduling and task management.

Education

Since 2022
Bachelor Game Programming
Isart Digital Paris 11th

From 2018 to 2021
DUT in Multimedia and Internet Professions
Gustave Eiffel University Meaux

Languages

French

English
› TOEIC : 930/990

Skills

Maths
Vectors, Matrices, Quaternions, Collisions, Raycasting, Complex Numbers

Coding Language
C, C++, C#, Java, Python,Pascal,etc...

Softwares/Librairies
Unity, Unreal Engine, OpenGL

Interests

Baskeball

Cycling

3D Printing

Sound/Picture/Video Editing