

Yann Loscos

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[Portfolio](#)

[LinkedIn](#)

Professional Skills

- Programming Languages: C++ / C# / Lua / Python
- Version Control: Git / Perforce
- Game Engines: Unreal Engine 5 / Unity

Professional Experience

Freelance Developer – Python (March 2024 – February 2025)

- Developed scripts and tools for companies in the optical fiber installation sector.

Wild Sheep Studio – Proprietary Engine (May 2016 – November 2023)

- Camera Systems: Collision handling, smoothing, anticipation, cinematic paths (splines/bones), fixed cameras, combat lock, target snapping, DOF, shakes.
- Character Movements: Dodge (human & quadruped), strafe, aim, reload, attacks & combos, guard, parry, finishers, mounts, hit reactions, knockbacks, falls.
- Combat: Weapon systems (staff, sword, mace), ballistic projectiles (bow/turret), collision & hit detection from animations.
- AI: Follower behaviors, formations, spline following.
- Gameplay Elements: Jump pads, mines, doors, levers, siege weapons, fast travel.
- Prototyping & Debugging: Rapid iteration with designers.
- Designer Tools: Created tools to improve iteration and workflows.

CasualBox – C# / Unity / Lua / CoronaSDK (September 2013 – November 2015)

- Developed multiple mobile games and applications as a service, often independently from start to release.

Projects

ARPG Training Project (Personal) – C++ / Unreal Engine 5 (April 2025 – Present)

- Gameplay Ability System: Player & Boss abilities, attributes, GameplayEffects (hit immune, stun, custom calculations), GameplayCues.
- Combat System: Custom Attack & Hit data pipeline for AI and VFX.
- AI: StateTree-based logic (tasks, conditions, transitions).
- VFX: Niagara FX, dynamic materials (AOE indicators, radial ping menu), floating damage numbers.
- UI (UMG): Widgets bound to GAS (costs, cooldowns, keybinds), attribute-driven lifebars.
- GameMode: Shared revive system for all clients, win/lose conditions.
- Gameplay Elements: Arena with checkpoints, boss interest points, and death zones.