

YANN LOSCOS

GAME PROGRAMMER



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34970 Lattes

About Me

Game developer with 10+ years of experience, driven by the passion for crafting fun gameplay features, developing smart tools for game and level designers, and tackling both technical and design challenges

Experience

Freelance 2024 - Today

Software/Game Developer C++ / C# / Python/Lua/Unreal

Carried out various missions developing internal software solutions for different companies.

WildSheep Studio 2016 - 2023

Gameplay Programmer C++ / in-house engine / Git / Perforce / Jira

WiLD : Ambitious 3rd Person Action-Adventure Open World game.

Main responsibilities : Camera systems - Character controls - Combat - Animation - GPE

Extensive contributions : AI - Tools

Being part of a medium programming team working on big project on a in-house engine allowed me to work on a wide variety of subjects.

CasualBox Studio 2013 - 2015

Game Programmer C# / Lua / Unity / Corona SDK / IOS / Android

Worked with a small team of 2 to 4 developers, delivering numerous mobile games and application projects as services for various companies. Frequently managed entire projects alone from start to release, using agile methodologies to ensure smooth iterations and close collaboration with clients

Education

2009 - 2013

Objectif 3D

Professional training in programming, primarily focused on video game development. Worked on various projects during the course, using Unity and Unreal Engine.

Language

English : Professionnal

French : Native

Expertise

- C/C++ (8years)
- Git (10years)
- Perforce (8years)
- Python (2years)
- C# (3years)
- Unity (3 years)
- Unreal (1 years)