

# Game Programmer

Looking for a 5 to 6 month full time internship starting in January.

I'm currently a game programming student at IIM.  
I have worked on several projects, including an award-winning one.  
I'm passionate about creating content. Programming takes it to the next level.



## INFO

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## SKILLS

C#, C++, OOP  
HTML, CSS, Javascript  
Unity, Unreal Engine  
QA testing, MantisBT  
Gitkraken, Github desktop  
Adobe and Office softwares  
Blender, Sony Vegas Pro  
French (native),  
English (bilingual),  
Portuguese (C1),  
Spanish(B1)

## HOBBIES

I'm a fan of the MCU. I balance the overly Disney side of it with Amazon's The Boys.

I'm fond of RPGs, action / adventure and narrative games. My favorite game being Rockstar's Red Dead 2.

I also enjoy partaking in TTRPGs, filming and editing videos, trying to learn languages and cultures from other countries and playing GeoGuessr.

## EXPERIENCES

### GAMEPLAY PROGRAMMER

**Couch game, 8 people team, TBC - 2022, 3 months.**  
> Not yet started.

### GAMEPLAY PROGRAMMER

**Mobile game, 9 people team, Unity - 2022, 1 month.**  
> Programming a tool to help game designers create layers, level generation animation, switching between layers.

### GAMEPLAY PROGRAMMER

**Shoot'em up, 2 people team, C++ SFML - 2021, 2 weeks.**  
> Controls, collisions, enemy types and behaviours, level generation.

### PROJECT MANAGER

**Horror game, 4 people team, Unity - 2022, 1 month.**  
> AI behaviour, Game design, 3D assets, asset integration.

### MODDER

**Left 4 Dead 2 Chaos mod, Squirrel - 2021, 1 week.**  
> Using the VSLib library, I coded a way to curse a random survivor with a random predefined effect.

### VIDEO EDITOR - FREELANCE

**NYAC (Horrreur404) & Courir - 2021, 1.5 years.**  
> Editing engaging videos explaining a given topic.

Visit my portfolio for more !



## TRAINING

### Bachelor Game Programming

**IIM Digital School | 2020 - 2023.**  
> C#, C++, Python, OOP, Git, Unity Engine, Unreal Engine, Design patterns, QA testing, MantisBT, 3C...  
> Photoshop, Illustrator, After Effects, 3ds Max...

### Physics

**Université Paris Diderot | 2018 - 2020.**  
> Scientific rigor, Mathematics, Physics, MATLAB, LaTeX...