

## GAMEPLAY ENGINEER

### EDUCATION

2020 – 2021	Master's Degree in Computer Science (specialized video games)
2018 – 2021	Computer Science engineering diploma at ESIR Specialized in Digital Imaging
2016 – 2018	Two-year university course in mathematics, computer science and electronics
2013 – 2016	High School Diploma in Sciences

### WORK EXPERIENCE

Since 01/2022	Junior Developer at Abrakam Entertainment SA. Development of prototypes in order to create the studio's next game. Gameplay and interfaces development and creation of a P2P infrastructure to support multiplayer. Project using Unity, C# and an external library written in C++. Working environment in both english and french, with all meetings in english.
07/2021 – 01/2022	Final year internship at Abrakam Entertainment SA. Console porting of Roguebook on PS4, PS5, XboxOne and XboxSeries. SDKs implementation to interact with consoles' systems, game optimization for these platforms and TRCs handling. Implementation of new functionalities as a consequence and bug fixing.
06/2020 – 08/2020	Internship at GEVES, Multispectral and hyperspectral images processing in order to study a wheat disease. Segmentation and classification of these images through artificial intelligence to facilitate presence detection of two different mushrooms on the ears
07/2017 – 08/2017	Summer Jobs, Maintenance

### PRACTICED PROGRAMMING LANGUAGES AND TOOLS

C#, Unity3D  
C++, basic knowledge of OpenGL & GLSL  
Java, Lua, Python  
Git, Jira

### LANGUAGES

French (native)  
English (B2 – TOEIC 870 in 2020)

### SKILLS

- ✓ Rigorous and autonomous work
- ✓ Invested in projects
- ✓ Team Spirit
- ✓ Taking initiative
- ✓ Enjoy discovering new environments and technologies
- ✓ Console porting of video games
- ✓ CI/CD

### PERSONAL PROJECTS (MORE ON WEBSITE)

Occasional participation to GameJams  
Late 2020 Color Race, arcade mobile game made with Unity available on Google Play Store  
05/2020 Add-On « Currency Tracker » creation for The Elder Scrolls Online  
02/2020 – 04/2020 Tower Forge, tower defense made with Unity available on itch.io

### HOBBIES

Role-playing games and video games  
Music, piano practice  
Swimming, Apnea, Diving  
Mountain hiking

### OTHER ACTIVITY

Partial translation English → French of the game  
Subnautica : Below Zero