

★ Skills

Programming Languages



IDE



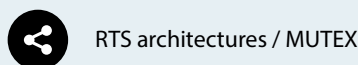
Game Engines



Version controls software



Network



Continuous Integration



♥ Other interests



🌐 Social Experiences

Japan - Journey - 3 months
Quebec Canada - Traineeship - 6 months
Washington DC USA - First Grade - 1 year
England - frequent stays
Association : Comput'Yourself - 2 years
IT support and maintenance

⚙ Game Projects

- 2018 ▶ Rogue Light - Rage Against Humanity
FPS for PC - Hack&Slash for PC - UE 4 - BP/C++
- 2018 ▶ Super Slime Battle
Partygame/Platformer 3D for Xbox One - Unity - C#
- 2017 ▶ School Yard Card Master
Card game 2D - Game Jam - Unity - C#
- 2017 ▶ Keepers
Management/Survival game 3D for PC - Unity - C#
- 2016 ▶ Soul of Light
Puzzle game/Platformer 3D for PC - Unity - C#

💡 Modding Experience

- 2017 ▶ Heresies EUIV
Religious propagation
Refactorisation of Italian Wars

👜 Professional Experiences

- 2014 ▶ R&D Project «Sketch & Go»
FullJS - Application Generation & Deployment- Scrum
- 2013 ▶ Project «Capgemini carpooling»
JEE - Hibernate - Maven - Spring - Agile Method
- 2012 ▶ Project «Mantis Bug Tracker»
PHP - SQL - HTML - CSS
- 2011 ▶ Project «Intranet site of Biopterre»
VB.Net
- 2010 ▶ Project «Omere»
C++

🎓 Educational Achievements

- 2018 ▶ 3 Years equivalent degree Créajeux
Video Game School Créajeux [Nîmes, France](#)
- 2014 ▶ Engineering degree 3IL
Computer institute of Limoges [Rodez, France](#)
- 2011 ▶ Diploma of higher education in computer science
University Paul Sabatier [Toulouse, France](#)