

## SUMMARY

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*“Because you can’t go anywhere if you don’t see the path you are walking on, the technical director draws the limit through time and space of the software development.”*

Multi language programming experience combined with a passion for video games. Known for good teamwork and leadership skills. Tenacious problem-solver with a strong work ethic. Love challenges.

## PROFESSIONAL EXPERIENCES

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### Unity Trainer

### DSK Supinfocom International Campus - Pune (India)

Feb 2014 – Mar 2014

Teaching Unity programming to students.

Following students on prototyping multiplayer games during two week sessions.

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### Technical Consultant

### Enigami

Sept 2013 - Present

Help programmers of the studio to structure their game.

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### AS3/Unity Trainer

### Supinfogame

Jan 2012 - Present

Teaching AS3 and Unity programming and video game programming bases to students.

Following students on prototyping games during one or two week sessions.

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### Technical director

### C.C.C.P<sup>1</sup>

Jan 2012 – June 2013

Technical team management on 5 projects.

Research and development on new technologies: Starling, Stage3D, Haxe, 2D in Unity, multiplatform engines.

Technical production planning.

Recruiting new developers.

Lead programmer on game and serious game development.

Hardware deployment: PC software environment, servers.

## Lead programmer

C.C.C.P<sup>1</sup>

Jan 2009 – Jan 2012

Technical lead for engine and tool development

Lead programmer on games and serious games development: AS2-AS3, ShiVa (LUA), Unity (C#), Php, MySQL.

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## Programmer

C.C.C.P<sup>1</sup>

Jul 2007 – Jan 2009

Programmer on games and serious games: Blitz3D, AS2, Php, MySQL.

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## Adult trainer

A.R.E.P<sup>2</sup>

Jan 2004 – May 2005

Teaching 16 to 85 year old trainees to use Microsoft Office suite and Photoshop.

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## SKILLS

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### Programming

AS3 ●●●●●

Unity ●●●●○

C# ●●●●○

LUA ●●●○○

Haxe ●●●○○

Basic ●●●●○

C/C++ ●●○○○

### Research & Development

IT monitoring ●●●●○

Synthesis ●●●●●

Prototyping ●●●●●

### Team & project management

Planning ●●●●○

Leading ●●●●○

Bug Tracking ●●●●●

## OTHERS

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Training ●●●●○ Sound design ●●●○○ Game design ●●○○○ Flash Animation ●●●○○

English ●●●●○: TOEIC 840 French: ●●●●●: Native

## EDUCATION

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### Université de Valenciennes

Sep 2006 – Jul 2007

Bachelor's Degree in Computer Science.

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### C.E.P.P.E.S<sup>3</sup> Valenciennes

Sep 2004 – Jul 2005

Bachelor's Degree in Human Resource Management specialized in adult training through multimedia.

1 – Confluence Composite de Concepteurs et Prestataires

2 – Association Régional d'Education Permanente

3 – Centre d'Education Permanente et de Promotion Economique et Sociale

## INTERESTS

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### **Video Games**

Playing, developing.

### **IT Innovations**

Always have a step ahead.

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### **Forge**

Because it's always interesting to know how things are made.

### **Painting**

Because programmers can paint too.

### **Music**

Singing, song-writer. Multi-instrumentalist, if it makes a sound, I can play it. Except bagpipe, I don't know why.