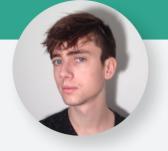# GRÉGOIRE CARABEUFS
GAME PROGRAMMER

CONTACT

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SKILLS

Programming Languages & Tools

C#
Advanced

BluePrints (UE4/5)
Advanced

C++
Basic

JavaScript
Intermediate

HTML/CSS
Intermediate

Git
Advanced

Game Engines

Unity
Advanced

Unreal Engine 4/5
Advanced

Construct 2
Intermediate

Game Maker
Intermediate

Softwares

Photoshop
Intermediate

Illustrator
Basic

Premiere Pro
Intermediate

LANGUAGES

FRENCH *Native*

ENGLISH *Fluent*
(TOEIC Score : 910)

JAPANESE *Pre-intermediate*

INTERESTS

Fighting Game
Tournaments

Skateboarding

</> WORK EXPERIENCE

■ **UNITY DEVELOPER** — **JANUARY 2022 - AUGUST 2022**
Apperture, Paris
Worked on various Unity projects for the company and its clients. Some of these include: Worked on the release of Mr. Miam, a hybrid smartphone and board game. Ported a game made for the HTC Vive to the Oculus Quest2, focusing heavily on optimizing it to run on less powerful hardware. Worked on a VR prototype exploring new gameplay possibilities using SenseGlove haptic gloves. I worked on these projects either alone or in a duo with another programmer.

■ **UNITY DEVELOPER** — **FEBRUARY 2021 - APRIL 2021**
Kalank, Angoulême | Tawo (iOS, Android)
Worked on Tawo, a caritative mobile iddle game. I joined the project during the beta phase and handled debugging, new features implementation, and overall finishing touches for the final release, by myself.

■ **GAMEPLAY PROGRAMMER** — **AUGUST 2020 - SEPTEMBER 2020**
Seed by Seed, Angoulême | Pile Up! (PC, Ps4, Xbox One, Switch)
Joined the team on Pile Up as a Gameplay Programmer to support them close to the game release. I worked mainly on last minute new features, user interface integration, and game debugging.

■ **UNITY DEVELOPER** — **APRIL 2018 - AUGUST 2019**
smartVR studio, Paris | After-H (PC)
Worked as a Gameplay Programmer on After-H a VR Esport FPS. First professional experience on an online multiplayer game. My assignments included adding new guns into the game, working on the game's co-op campaign, fixing and improving existing gameplay elements' behavior, and implementing various new gameplay mechanics. I was also greatly involved with performance optimization. I was the main programmer on other side projects for the company. I have worked on narrative VR experiences for companies and organisations such as Action Contre la Faim, Veolia, Engie and the European Commission.

■ **PROGRAMMING INTERN** — **APRIL 2017 - AUGUST 2017**
RingZero Game Studio, Bangkok | Pro Fishing Simulator (PC, Ps4, Xbox One)
5 months full-time internship in a video game studio based in Thailand. Worked on Pro Fishing Simulator, their first AA game for PC & Consoles. Implemented some gameplay mechanics into the game, and worked on a Unity tool for the company.

PROJECTS

■ **CREWSADERS** — **MARCH 2016 - NOVEMBER 2016**
Gameplay Programmer, Unity C#
Crewsaders is the first game I worked on that has been released on Steam. Frst released as a student project, it got the opportunity to be published by Plug In Digital in an improved version, a few months later. My work included programming the players character controller, and UI integration.

CHECK OUT MY OTHER PROJECTS ON MY LINKEDIN OR PORTFOLIO

EDUCATION

■ **MASTER'S DEGREE, GAME PROGRAMMING** — **2015 - 2017**
Cnam-Enjmin, Angoulême

■ **BACHELOR'S DEGREE, GAME DESIGN & PROGRAMMING** — **2012 - 2015**
Isart Digital, Paris