



Game Programmer

I'm gameplay oriented, but I also love tools, AI, and UI.

I'm looking for a job that could allow me to improve my skills in any or all of those domains.

PROFESSIONAL EXPERIENCE

2016 – 2017: Indie Game Developer – Rogue Cadet

- Development of Rogue Cadet from scratch. It's a SHMUP / Roguelite planned for the end of May 2017. link: maximelore.itch.io/rogue-cadet

Roles: gameplay, code architecture, tools, AI, UI, content creation, game design, marketing, project management, etc.

2014 – 2016: Serious Game Developer – Société Générale (part time)

- Development of several serious games for different needs: recruitment, formation, coding dojo, team spirit, etc.

Roles: client needs analyzing, prototyping, development, etc.

2014 : App Developer - MP LABS (internship)

- Development of the foundation of a quiz App aimed at developers.

Roles: technology choices, prototyping, documentation, etc.

EDUCATION

2016: Game Design & Programming

- Isart Digital – Paris: RNCP title level I (Master equivalent) (government validation pending)

This degree consisted of altering weeks (one week work, one week school). It was focused on practical skills, and trained me to be a gameplay programmer.

2012: A-level mathematics specialty – With honors

Lycée du Grand Nouméa – New Caledonia

EXTRA-PROFESSIONAL ACTIVITIES

HACKATHONS: (« BeMyApp », « Mozilla Game Jam» etc...):

- « **SG_Clicker** »: Clicker game on bank saving accounts.
- « **TubeShooterVr** »: Tube shooter in Oculus Rift made with Unity3D/C#.
- « **CodeShaFu** »: Serious-game / puzzle-game where you have to cheat (by coding in JavaScript) to win.
- « **IBT** »: 3D Online Multiplayer FPS.

VOLUNTEER WORK:

- **2014 - Now: « Mozilla MDN »** : Localization of the “devtools” section of Mozilla Developer Network (wiki).
- **2016 – Now: Godot Game Engine** : Contributions on the engine documentation.

KEY SKILLS

Languages:

- C#
- C++
- JavaScript / NodeJS
- GDScript
- PHP
- AS3 (notions)

Middlewares:

- Unity
- Unreal Engine
- Godot
- BabylonJS
- ThreeJS
- PixiJS

Software:

- Git (and Github)
- SVN
- Visual Studio
- Photoshop (notions)

Human Languages

- French: native.
- English: professional proficiency (TOIEC: 975/990).

HOBBIES

Video games: All genres (even if I like puzzle games less). Favorites: FF9, Brütal Legend, FTL, Rogue Legacy, Factorio.

Scientific Vulgarization: E-penser, Dirty Biology, Nota Bene, Science Étonnante, Stupid Economics, (those are french Youtube channels).

Cooking: French, Italian, Asian. But my specialty is doing well with next to nothing.

Reading: Fantasy (Terry Goodkind, Robin Hobb, Christopher Paolini), SF (Isaac Asimov mainly).

GOLF: Heavily during Junior High.