Deryne Four

Future Engineer, Video Games specialty

Objective: Game developer from March 2024

Education

2022 – 2023	**Double diploma** in Mathematics and computer science department (expected Dec 2023) **Video games specialty** School subjects: *Principles of game design, Principles of game engines, Mathematics and physics for video games, Video game workshop…* UQAC, Chicoutimi, Québec, Canada
2018 – 2023	**French Diploma of Engineering** (expected Dec 2023) Equivalent to Master of Engineering (MEng) Major**: Engineering and Digital Technologies** (from Sept 2021) School subjects: *Software engineering, Artificial intelligence, Virtualization…* EPF Graduate School of Engineering, Cachan, France
2015 – 2018	French equivalent of A-levels in Sciences obtained with distinction High School Auguste Loubatière, Agde, France

Projects

2023	**3D PC Game Multiplayer on Unreal** - Gameplay Programmer - Multiplayer game in which two teams of boats compete to protect their respective bases - Project with 7 team members in Video Game Workshop 2 **3D VR Game on Unity** - Gameplay Programmer - Small virtual reality game, developed with Occulus - Project with 4 team members **3D PC Game on Unity** - Game Designer and Gameplay Programmer - Single player resource management game with a medieval theme - Project with 7 team members in Video Game Workshop 1
2022	**3D PC Game on Unity** - Game Designer, Gameplay and UI Programmer - Creation of an adventure game, single player - Project with 5 team members in Game Design **Mobile 2D platformer game on Unity** - Game Designer, Gameplay and UI programmer - Creation of a platformer mobile game on the theme of stars

2021	**Serious Game on Unity**
	- Project manager of a team of 7 people,
	- Creation of a multiplayer virtual campus,
	- Final engineering project at the end of the 3rd year

Experience[1]

09/04/23 – 03/01/24	**Game Developer Intern - Gameloft Paris Studio (6 months)**
	- Evaluation of machine learning techniques, models, software, and APIs applicable to gameplay
	- Work on concrete implementations in games, prototypes, and fun experiments
	- Production of modular, testable, and re-usable code that can be leveraged in video games
08/28/21 – 12/14/21	**Design of a tool and statistical analysis of railway data - SNCF Réseau**
	- Development of a display and validation tool for railway data
	- Identification of relevant statistical indicators to trigger a running calculation
	- Wrote an internship report
03/01/21 – 04/15/21	**Volunteer Experience, School accompaniment – Gammes Association**
	- Science support for middle and high school students

Skills

Programming Languages	C#, C++, Java, HTML, PHP (medium level)
	C, JavaScript, Python (basic knowledge)
	Self-training Mastering Unity and C# -44h
	- Unity 2D, Unity 3D 3rd person, C#
	Certification ANSSI achieved
Software	Perforce
	Visual Studio
	Github
	MS Office suite
Soft skills	Agile project management
	Public speaking
	Writing skills
	Ability to work in a team
	Rigor and creativity
Languages	French: native speaker
	English: upper-intermediate level (B2), TOEIC 925/990
	Spanish: intermediate level (B1)

Interests

Video games	Open world video games (Skyrim), FPS (Bioshock Series)
Sports	Level 4/5 windsurfing
Writing	Selected as a contributor to "Florilège" (national printed and online publication of creative writing by Middle and High school students). My writing was published two years running in the more selective printed version (2016 and 2017).
Arts	Basic knowledge of drawing
	Creation of digital drawings with Procreate software

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[1] *References available upon request*