

VICTOR COUTURIEUX

*Internship Objective :
Gameplay Programmer*

CONTACT DETAILS :

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Angoulême (France)

PORTFOLIO :



[victorcouturieux.github.io](https://github.com/victorcouturieux)



[victorcouturieux.itch.io](https://itch.io/victorcouturieux)

PROFIL :

- *Passionate - Persevering*
- *Autodidact - Autonomous*
- *Team working*
- *English speaking*

HOBBIES :

- *Computer watch and learn*
- *Participaetion in the Game Jam*
- *Instrumental practice in orchestra (drums, piano)*
- *Conposing electronic music on SoundCloud*
- *Kendo (Japanese Martial Art)*
- *Medieval fight and historical reconstruction*

SKILLS :

- C/C++ - C# - Java - Python - HLSL
- GUI Builder & UI/UX Design Conception
- Software Architecture - Design Patterns
- Geographic Information Systems (GIS)
- Network API
- Test-Driven Development (TDD)
- Version management software (GIT - Perforce)



JetBrains
suite



Visual
Studio



Unreal
Engine



Unity



Godot



OpenGL
GLSL

PROFESSIONALS EXPERIENCES :



Volunteer developer on the game : Souffle-court

CNAM paris : oct. - nov. 2021 (2 month)

- In situ game, relying on electronic devices, that adapts in real-time to the player's emotions.
- Work in Gameplay development on Unity.



Engineer student in apprenticeship at Orléans

IMPACT : apr. 2018 - oct. 2021 (3 years)

- Programmer on "Delta Suite" software in the defence sector.
- Work in UI Customisation, Geographic Information Systems (GIS) and communication systems

FORMATIONS :



CNAM ENJMIN : Master JMIN

Angoulême (2022 - 2024)

CNAM ENJMIN : Engineer student

Angoulême (2018 - 2021) in apprenticeship



Franche-Comté University : IT Pro. Licence

Besançon (2017 - 2018)



Belfort-Montbéliard University : IT Degree

Belfort (2015 - 2017)

VIDEO GAME ACHIEVEMENT :



Through the Snow : Walking sim

Snow brush interaction, Camera behaviours



Better Late Than Basic : Racing game

Game loop, Camera behaviours



Eat your vegetables : Game Jam

Game loop, Objects spawning system