Loris Bertaux

Gameplay programmer student

Dedicated, curious, dynamic, methodical

Looking for a 6-month internship starting July 2019

Valenciennes, France

lorisbertaux@gmail.com

(+33) 632 357 538

Portfolio : lorisbertaux.ovh

linkedin.com/in/loris-bertaux

Profile

I'm specialized in **Gameplay programming** on **Unreal Engine** and **Unity**.

I'm mainly interested in designing systems and developing awesome online multiplayer games.

Education

2017 – 2019: Master's degree Management & Game Programming at Rubika Supinfogame, Valenciennes. I also got my **Unity certification** during it.

2016 – 2017: Bachelor's degree in computer science (Valenciennes' University).

2014 – 2016: College degree in computer science (Valenciennes' University - Maubeuge).

2014: Scientific High-school certificate (computer science) (Lycée Henri Wallon, Valenciennes).

Professional experiences

2018 : 4-month **Internship as a Gameplay & Network Programmer** at BBlack Studio, St Hippolyte du Fort (Gard, France).

I participated in the gamedesign of some projects. I **designed** and **developed** many **features** in the game and **added network** to them.

I learned a lot about **debugging** methods with the **Visual Studio debugger**.

I also discovered a lot of notions in network programming on video games (Replication, Latency compensation, dedicated server, deployment, ...).

2017: 3-month **Internship in research and development in virtual reality** at the "Play Research Lab", "Serre numérique", Valenciennes

In this internship, my role was to conduct research about how to use the **VR glove called "Cyberglove III"** to deploy it on a CAVE (an immersive room). I deployed a wireless network to link the PC with the glove and receive data.

Next, I learned the software, the SDK and the Unity3D plugin associated to the glove. Thereafter, I developed **a gesture recognition API** for the glove in unity3D.

And finally, I created a **Unity project with the MiddleVR** technology to demonstrate my API inside the CAVE.

2016: 10-week **internship as Backend Web developer** in the video game studio "Oeil pour Oeil" In Lille.

My role was to implement a web application with the Symfony web framework. I developed a full administration interface to simplify the communication between the ambassadors of the "Engie" group (French gas supplier) and the educational community. The aim of this app is to facilitate the meetings in classroom or organize visits to a power station.

Personal experiences

2018 - 2019 : I worked as the Gameplay programmer on the asymmetrical multiplayer game **Black Hive** using **UE4** during 9 months in a team of 8. I wrote 2 character controllers (One in first person and one in **third person able to walk on walls**). I also implemented gameplay features with networking in C++ and blueprints. I also deployed the game using a **dedicated server**.

2017 – 2019 : I made **Cop Academy a VR Party game using Unity3D and the SteamVR API**. I implemented the mini games workflow and developed some ones. I participated to a lot of playtests to notice bugs easily or improve the game feel. Finally **we will release the game the 1st March on Steam**. I learned the SteamWorks SDK to integrate some stats and achievements into the game.

2017 - 2018 : Project of 2D platformer realized on Unity with a non professional team during my extra-time. I implemented and integrated all the gameplay of the game (3C, AI, Level and worldmap system, Saving system, UI, …). I learned a lot about the Unity engine.

Since 2016 : Experiment a lot with Unity3D and do some Game Jams (Point'n'Click, Tower-Defense, Puzzle game, stealth game, Mobile features and learn to use the Unet API (multiplayer), …).
2015 : Rendering a 3D train in **C++** with **OpenGL**. It moves on rails using Bezier curve.

Language and computer skills

- Intermediate in English (A2) and German (B1) language
- Advanced knowledge in **C language**
- Advanced knowledge in Object-oriented languages (**C++, C#,** and Java)
- Functional Language Concepts (OCaml and Scheme)
- Web languages (Html, css, JavaScript, PHP, SQL and proficiency in the framework Symfony)
- **Advanced Concepts in Networking** (development and network configuration/routing)
- Advanced Concepts in Software Design (UML and design Patterns)
- Notions in Multi-Threading and Algorithmic Optimization

Softwares

- Knowledge of Windows and Unix operating systems
- Good commands of the **Unreal Engine 4** and **Unity3D** game engines.
- Control of some development environments (**Visual Studio**, Eclipse, PhpStorm)
- Mastery of Versioning (**Git** and **SVN**) tools with Interface and command line
- Mastery of the Office pack (Word, Excel, PowerPoint, ...)
- Ability to use some project management tools (**Jira**, Hack'n'plan, ...)

Interests

Hobbies : archery, drum and xylophone practice for 4 years, animation movies and board games.
Video games: I especially like adventure games, Rogue-like, Metroid-Vania, sandbox and online games. My favorites are Ori, Enter the Gungeon, Metroid prime and World of Warcraft.
Watch Game developers YouTube channels: GDC - Tom Looman - Sebastian Lague