


**Loris Bertaux**


**Gameplay programmer student**

Dedicated, curious, dynamic, methodical

**Looking for a 2 to 4 month internship**

 Valenciennes, France

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## Profile

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I'm specialized in gameplay programming on Unity3D and Unreal Engine.

I'm very interested in virtual reality and procedural generation techniques.

## Diplomas and Training

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**2017 – 2019:** Master's degree Management & Game Programming at [Rubika Supinfogame](#), Valenciennes.

**2016 – 2017:** Bachelor's degree 3 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

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**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 (immersive room). I had to create a wireless network to link the PC with the glove and receive data.

Next, I had to learn the softwares, the SDK and the Unity3D plugin associated to the glove. Thereafter, I had to develop a gesture recognition API for the glove in unity3D.

And finally, I had to create a Unity project with the MiddleVR technology to use it on any VR.

**2016:** 10-week **internship as Backend Web developer** in the company "[Oeil pour Oeil](#)" In Lille

My role was to implement a web application with the Symfony web framework. I had to develop 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 in a power station.

**2015 and 2016:** Seasonal Jobs at the municipal swimming pool and the municipal Library of Valenciennes.

## Personal experiences

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**2017 – 2019** : Students projects at Rubika using Unity3D (C#) or Unreal Engine (C++). **Cop Academy a VR Party game released on Steam** – realized on **Unity3D with the SteamVR API**.

**2017 - 2018** : **Project of 2D platformer realized on Unity3D with a small team of amateurs.**

I had to implement and integrate all the gameplay of the game (3C, AI, Level and worldmap system, Saving system, UI, ...). I learned a lot about the Unity3D engine.

**2016 - 2017: Participate to 3 gamejams** : The Construct French Jam 4 and 5 and the Ludum Dare 40 (game creation competition in 72h).

**Since 2015** : **Experiment a lot with Unity3D** (Tower-Defense, Puzzle game, Mobile shoot them up, based-location game (inspired by PokemonGo), use the Unet API (multiplayer)).

## Linguistic and computer skills

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

## Softwares

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- Knowledge of Windows and Unix operating systems
- Good commands of the **Unity3D** game engine and advanced engine knowledge **Unreal Engine 4**
- Control of Eclipse development environments, Visual Studio and PhpStorm
- Mastery of Versioning (**Git**) tools with Interface and command line
- Basic knowledge in the Blender tool (3d modeling)
- Mastery of the Office pack (Word, Excel, ...)
- Mastery of project management tools (Trello, Hack'n'plan)

## Leisure

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**Sport and music:** archery, drum and xylophone practice for 4 years.

**Video games:** I especially like adventure games, Rogue-like, Metroid-Vania, sandbox and online card games. My favorites are Ori and the blind forest, Metroid prime, Stellar Overload and Hearthstone.

**Watch Game developers YouTube channels:** DrGeraud – Nesblog – Brackeys - Sebastian Lague