

MATTHIEU MANUELLAN

GAMEPLAY PROGRAMMER

 21 years old

 Paris

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Looking for an **internship** as a

GAMEPLAY PROGRAMMER

for **6 months** starting in **January 2020**

ACADEMIC FORMATION

Since 2017

IIM - Institut de l'Internet et du Multimédia

Pôle Universitaire Léonard de Vinci

VIDEO GAME MANAGER Bachelor's Degree

Learning of the basics of **video games development**,

Project Management, Game Programming, Game Design, Game Art

Specialisation in **Gameplay Programming**

2016 - 1 year

Isart Digital - Preparatory class

Game Programming

Learning of the basics of engine development, algorithmic

EXPERIENCES

October 2019

Lead Programmer - Platinum Project - Unity - 7 weeks

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Gameplay, UI, SoundDesign

October 2018

Programmer - Wizama Project - Unity - 6 months

Gameplay, UI, SoundDesign, API NFC Wizama

Developpment of a showcase game using a new technology

Android tablet with NFC antennas

Since June 2019

Teacher in video game creation at **DigiActivity**

September 2018

Gameplay Programmer - Faith Link - Unity - 1 week

3D Coop Puzzle Game

Gameplay, UI

May 2019

Lead Programmer - EthiClash - Unity - 2 weeks

2D Mobile Game

Gameplay, UI, SoundDesign

Available on Google PlayStore

SKILLS

Engines : Unity, Unreal

Programming Languages : C, C#, C++, HTML, CSS, JS, PHP

Team Management : Git, Trello

Graphics : Photoshop, Illustrator, InDesign

2D Animation : DragonBones

Video Edition : Premiere, After Effects

English : Professional

German : Academic

HOBBIES

Music :

Guitar *for 8 years*

Piano *for 1 year*

Computer Music *for 3 years*

Video Games :

Enter The Gungeon

God of War 4

World of Warcraft