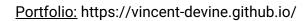
Vincent DEVINE

Gameplay Programmer

Contact

Mail: vincentdevine.pro@gmail.com





Skills

Languages:

C++, C#, C, Python, Java GLSL, SQL, Bash

Software:

Unity, Unreal Engine 4/5, Visual Studio Android Studio

Libraries:

OpenGL, Vulkan, Raylib ImGUI, GLM, FMOD PhysX, Assimp

Versioning:

Git (GitHub, GitLab) Subversion (SVNTortoise) Perforce (P4V)

Languages

French:

Native language

English:

Good working knowledge

Japanese:

Basic working knowledge

Hobbies

Video games:

FPS, RPG, Card Games

Community life:

Respect Zone, ESart Phoenix

Reading:

Manga, Comics Fantasy novel

Egyptology:

History, Architecture, Mythology

Work Experience

- <u>Junior Gameplay Programmer (TKorp)</u> 09/2023 07/2024 (10 months)
 Internship. <u>Multiplayer VR</u> game development.
 Work on educational games on **PICO** VR headset with **Unity**
- <u>Junior Programmer (Provence Nature Développement)</u> 2023 (3 weeks)
 Internship. Analysis and implementation of a project management method for git
- <u>Software Programmer</u> (<u>Le Groupe Nicollin</u>)- 2020/2021 (1 year)
 Work-study program in autonomy. **Redesigning** a management software for cases treated by the industrial tribunal
- Wireless Technician (Liebig) 2019 (2 months)
 Internship in autonomy. Updating technical documentation for a wireless network installation.

Projects

- <u>Technical Artiste (Copy of Flesh System)</u>- 1 mount / teams of 7
 <u>Technical demo</u> for displaying body damage in real time.
 In collaboration with Game Artiste with **Unreal Engine 4** (Blueprint)
- <u>Gameplay Programmer (Save The President)</u>- 2 weeks / teams of 4
 TPS infiltration game on PC/PS4 with Unreal Engine 4
 Blueprint/C++, Optimization, Build console, A.I. (Behavior Tree)
- Gameplay Programmer (Roller Rush Street Shift) 1 month / teams of 10
 2.5D Racing game on PC with Unity. Created a game in collaboration with Game Designers and a Sound Designer
- Engine Programmer (PotatOS Engine) 5 months / teams of 3 Creation of a game engine, an editor and a game. The engine is focused on accessibility Using OpenGL, PhysX, FMOD and Assimp in C++

Education

- Master's Game Programming 2021/2026 (RNCP7)
 Isart DIGITAL Paris, France.
 Bureau of the ESport association (ESart Phoenix).
- Bachelor's degree in Software Engineering Manager 2021 (RNCP 6)
 CESI Montpellier, France. Work-study program.
- Associate degree in Digital System Computer and Network 2020
 La Salle Avignon, France.
 Member of the student council