



QUENTIN ROUSSEAU

GAME DEVELOPER

Available from June 2022

I try to be the as **versatile** as possible in every field of game development in order to produce meaningful experiences and functional **prototypes**. I really enjoy **team working**.

SKILLS

Development

- **Unity/C#**
- **Git, Pipeline**
- Unreal/Blueprint
- C++/C

Game Design

- **Prototyping**
- System Design
- UX
- Concept

Management

- Notion
- JIRA
- Documentation

Production

- Suite Adobe
- Blender
- FL Studio

EDUCATION

2020-2022

Game Programming & Management Master

Supinfogame Rubika - Valenciennes, France

2017-2020

Game Design & Management Bachelor

Supinfogame Rubika - Valenciennes, France

2016-2017

Year 1 of Physics & Chemistry College

Faculté Jean Perrin - Lens, France

2013-2016

High School Baccalauréat Physics & Chemistry

Lycée Robespierre - Arras, France

INTERESTS

- **Sport / Gymnastics** : I enjoy surpassing myself and learning new calisthenics figures.
- **Literature** : I like novels of Stephan Zweig and the story telling of Riad Sattouf.
- **Games** : I like to share memorable moments with my friends and to build castles in Minecraft.
- **Music** : I admire the texts of Laylow, the flow of Kompromat. I like to play the drums.

EXPERIENCE & PROJECTS

2022 **The Fowler - JRP**

2021 **Lead & Gameplay Programmer**

(PC - graduation project - Unity)

- Systems & Architecture
- Gameplay & Feedbacks
- Multiple prototypes
- Plannings
- Meetings and sprint reviews
- Task tracking

2021 **Piñatata - Online Party Game**

Lead & Gameplay Programmer

(PC - Unity - Photon Network)

- Online Architecture
- Multiple prototypes
- Peer Programming
- Multiple prototypes
- Plannings
- Meetings and reviews

2021 **Personal Unity Pipeline & Tools**

C# Programming

(Unity Pipeline - Tooling)

- Networking
- UI System
- Feedback System
- Event System
- Save System
- Data Tracking & Balancing
- Audio System
- Gameplay Ingredients

2020 **Internship at Ludosia - 2 Months**

Game Engine for mobile

(Mobile Engine - Unity)

- UI Navigation System
- UI Tooling
- UI/UX

LANGUAGES

- French - Native language
- English - Proficient
- Spanish - Basics