

GRÉGOIRE CARABEUFS

GAME PROGRAMMER

CONTACT

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Portfolio:

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SKILLS

Programming Languages & Tools

C# BluePrints (UE4)
Advanced *Advanced*

C++ JavaScript
Basic *Intermediate*

HTML/CSS Git
Intermediate *Advanced*

Game Engines

Unity Unreal Engine 4
Advanced *Advanced*

Construct 2 Game Maker
Intermediate *Intermediate*

Softwares

Photoshop Illustrator
Intermediate *Basic*

Premiere Pro
Intermediate

LANGUAGES

FRENCH *Native*

ENGLISH *Fluent*
(TOEIC Score : 910)

JAPANESE *Pre-intermediate*

INTERESTS



Fighting Game
Tournaments



Skateboarding

WORK EXPERIENCE

- **UNITY DEVELOPER** FEBRUARY 2021 - APRIL 2021
Kalank, Angoulême | Tawo (iOS, Android)
Worked on Tawo, a caritative mobile iddle game. I joined the project during the beta phase and handled debugging, new features implementation, and overall finishing touches for the final release, by myself.
- **GAMEPLAY PROGRAMMER** AUGUST 2020 - SEPTEMBER 2020
Seed by Seed, Angoulême | Pile Up! (PC, Ps4, Xbox One, Switch)
Joined the team on Pile Up as a Gameplay Programmer to support them close to the game release. I worked mainly on last minute new features, user interface integration, and game debugging.
- **UI PROGRAMMER** SEPTEMBER 2019
Kalank, Angoulême | TokoToko (iOS, Android)
Programmed and integrated all of the main menu interface for the AR game TokoToko. Worked closely with the team to create cool and smooth animations. I was also part of the team at Tokyo Game Show 2019, holding the booth in French, English, and Japanese.
- **UNITY DEVELOPER** APRIL 2018 - AUGUST 2019
smartVR studio, Paris | After-H (PC)
Worked as a Gameplay Programmer on After-H a VR Esport FPS. First professional experience on an online multiplayer game. My assignments included adding new guns into the game, working on the game's co-op campaign, fixing and improving existing gameplay elements' behavior, and implementing various new gameplay mechanics. I was also greatly involved with performance optimization. I was the main programmer on other side projects for the company. I have worked on narrative VR experiences for companies and organisations such as Action Contre la Faim, Veolia, Engie and the European Commission.
- **PROGRAMMING INTERN** APRIL 2017 - AUGUST 2017
RingZero Game Studio, Bangkok | Pro Fishing Simulator (PC, Ps4, Xbox One)
5 months full-time internship in a video game studio based in Thailand. Worked on Pro Fishing Simulator, their first AA game for PC & Consoles. Implemented some gameplay mechanics into the game, and worked on a Unity tool for the company.

PROJECTS

- **CREWSADERS** MARCH 2016 - NOVEMBER 2016
Gameplay Programmer, Unity C#
Crewsaders is the first game I worked on that has been released on Steam. Frst released as a student project, it got the opportunity to be published by Plug In Digital in an improved version, a few months later. My work included programming the players character controller, and UI integration.

CHECK OUT MY OTHER PROJECTS ON MY LINKEDIN OR PORTFOLIO

EDUCATION

- **MASTER'S DEGREE, GAME PROGRAMMING** 2015 - 2017
Cnam-Enjmin, Angoulême
- **BACHELOR'S DEGREE, GAME DESIGN & PROGRAMMING** 2012 - 2015
Isart Digital, Paris