GRÉGOIRE CARABEUFS
GAME PROGRAMMER

CONTACT

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SKILLS

Programming Languages & Tools

C#	BluePrints (UE4/5)
Advanced	*Advanced*
C++	JavaScript
Basic	*Intermediate*
HTML/CSS	Git
Intermediate	*Advanced*

Game Engines

Unity	Unreal Engine 4/5
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 & UNREAL ENGINE DEVELOPER
OCTOBER 2023 - PRESENT
Kalank, Angoulême

Worked as an **Unreal Engine** programmer on a unannounced **Mixed Reality game** based on a famous IP. I worked as the sole programmer on the first stages of **prototyping**, and then got joined by additional programmers after leaving pre production. **As a small team my worked was diverse and included notably developing various gameplay features, integrating art and sound team assets, debugging, and CPU/GPU profiling and optimization.** I was also assigned some programming tasks on Moon Bowl, an **Unreal Engine 5 PC game**, such as replacing the **paper2D** based sprites of the game with new animations made with **Spine**. I also had the opportunity to work on additional client projects that include being the technical support for Ellipse Animation first **Unreal Engine** project, working on a **Augmented Reality** app in **Unity** for a glasses maker, and doing some last minute support on the **network programming** of the game "Sclash" using **Photon**.

UNITY DEVELOPER
JANUARY 2022 - AUGUST 2022
Apperture, Paris

Worked on various **Unity** projects for the company and its clients. Some of these include: Worked on the release of Mr. Miam, a hybrid smartphone and board game. **I ported a game made for the HTC Vive to the Oculus Quest2, focusing heavily on optimizing it to run on less powerful hardware.** Worked on a **VR prototype** exploring new gameplay possibilities using **SenseGlove** haptic gloves. I worked on these projects either alone or in a duo with another programmer.

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.**

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 various gameplay mechanics into the game, and worked on a Unity tool to ease the publication of new UI elements for the online content.

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 AND WORK EXPERIENCES 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