

PROFILE

Gameplay / Systems Programmer with **10 years of experience** (6+ in games), specialized in **gameplay systems, AI behavior and multiplayer**. Took the Bot AI system of a live mobile FPS from design document to production. Kept a large codebase healthy across **40+ releases over 5 years**. Known for clear communication, long-term commitment, and a genuine care for how the team works together.

SKILLS

CORE

Unity & C# (expert)
Unreal Engine & C++ (intermediate – AI & multiplayer)

SPECIALIZATION

Gameplay systems & game feel, AI & Behavior Trees, Multiplayer, XR experience UX

TECHNICAL

CPU/RAM profiling & optimization, build size, full Client-Server and backend architecture; backend: PlayFab, Azure, SQL

TOOLS & PROCESS

Git flow, code reviews, CI/CD, agentic coding workflow (Claude Code)

PLATFORMS

Mobile (Android / iOS), HoloLens, Google Tango, Leap Motion, Playstation 4

LANGUAGES

French (native), English (C1), German (B1+)

PROFESSIONAL EXPERIENCE

Game Programmer

Jan 2020 – Jun 2025

BoombyteGames (InGame Group) – Berlin

Small studio (~15 devs) split between Berlin and Istanbul – Zula Strike, a live F2P mobile FPS, 1M+ downloads

- Core developer across all main areas of the game: game modes, UI, controls, inventory, settings, systems
- Sole owner of the **bot AI system**, from design document to production: Refactoring of the core codebase to build a long-term architecture; Behavior Trees for 3 game modes; Server and Multiplayer logic (non authoritative server using C++ netcode and client hosting bots – deliberate trade-off for a casual mobile F2P); adaptive in-match difficulty; iterations based on player feedback
- **Optimization**: Held **30 fps on 10-year-old Android devices** with 9 client-hosted bots; Cut server hosting costs by ~**30%** through profiling, GC management, and changes about data loaded in memory
- Shipped **40+ releases over 5 years** (CI/CD); responsible for server codebase and deployment; maintained backend services (PlayFab, Azure, SQL)
- Beyond code: code reviews, documentation, active in architecture and planning discussions

"a reliable, collaborative, and thoughtful team member" – CEO recommendation letter

Software Engineer

Sep 2017 – Dec 2018

Diginext – Toulouse, France

Medium company – in a team of 30 devs – autonomous on small projects (1-3 people)

- Developed AR features on Inscape Engine, an authoring platform for XR experiences written in **C++**
- Built AR experiences on Microsoft HoloLens with an industrial aeronautics partner
- contributed to a European multi-partner R&D project (mobile app)

Lead Developer

Aug 2015 – Jun 2017

WosomTech / Creative Space Lab – Remote

Small startup – started as the only developer – scaled to a 10 people company

- Initiated and led development of [EasyBuild](#), an interior-design AR app + online platform – published open beta on Google Play Store (early Mixed Reality on Google Tango, Unity)
- **Coordinated a small team:** technical roadmap, documentation

Game Programmer

Feb – May 2015

EyeBoxGames – Remote

Working as the only programmer – with one manager and one artist

- Developed mobile arcade games from scratch in **C++** (Cocos library); simple GLSL shaders, mobile optimization

Gameplay Programmer Intern

Jul – Dec 2014

Ubisoft Montpellier – Montpellier, France

- Gameplay programmer on a Smash Bros-like **PS4** project (**C++** / **LUA**): HUD systems, online menus, gameplay systems (project canceled)

PERSONAL PROJECTS

Experimental Tactical Game (Unity)

[on github](#) – Feb 2026 – now

Small tactical game exploring recent Unity features, practicing code patterns and building a reusable set of sample tools. Testing agentic coding workflow.

AI Bots in Unreal Engine (C++ / Blueprints)

[on github](#) – Feb 2026 – now

Small FPS focused on Bots AI behavior and multiplayer systems.
Learning UE systems, testing agentic coding workflow.

Jul 2025 – Apr 2026: *sabbatical and 6-month German course (B1+) after 5.5 years on the same project.*

GROUP PROJECT

T.I.M.E.S.

[on indiedb](#) · [on moddb](#) – Oct 2013 – Jun 2014

Final year student project at SUPINFOGAME - 7 people team

- Tactical FPS built on CryEngine (C++ / **LUA** / Blueprints)
- Enemy group AI design and implementation

EDUCATION

Master's degree – Game Programming & Management

SUPINFOGAME, Valenciennes, France - 2012 - 2014

Previously: Computer Science

SUPINFO & University of Caen (2008 – 2012)

INTERESTS

- **Sports:** Boulderling / climbing, mountain biking, badminton, golf, volleyball. Travel and hiking
- **Music:** DJ (electronic music). Former member of *Twenty One Records* association
- **Games:** Grew up with SNES, PS1, PS2, then switched to competitive multiplayer games. Recently: Baldur's Gate, Chrono. Formerly: Moba, FPS, Versus Fighting, JRPG, Platformers