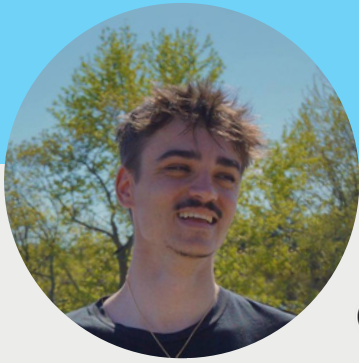




GAMEPLAY PROGRAMMER

EDOUARD MORDANT



international Driving License



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ABOUT ME

Finishing my studies, I'll be available for a **internship** on **January 2024**, as Gameplay Programmer.

SOFTWARES



Unity C#



Unreal Engine C++



Git



HLSL



Photoshop



HTML, CSS



Javascript

LANGUAGES

French - Native speaker

English - Fluent

SOFT SKILLS

Rigorous

Like Challenges

Efficient Communicator

Adaptable

ACTIVITIES

Skating

Skiing

Playing piano

Boxing

EXPERIENCES

MUYBRIDGE STUDIO • 2024 • 3 months

VR Gameplay Programmer

- *Boat Character Controller*
- *UI / UX in VR*
- *Language Selection System*
- *Different Game Mode*

YSO CORP • internship • 2023 • 6 months

Gameplay Programmer

- *Team Work*
- *Prototype*
- *Autonomy*

BURGER KING

Polyvnt crew member

PROJECTS

Folgore • 2023 • 10 months

ETPA - Game - Beat Them All - 9 Teammates

Gameplay Programmer and Technical Artist

- *Character controller*
- *Lead Game Design*

[Unity C# - Github](#)

Rorschach Experiment • 2022 • 4 months

ETPA - Game - FPS Horror - 5 Teammates

Gameplay Programmer and Technical Artist

- *Character controller*
- *Project Leader*

[Unity C# - HLSL - Github](#)

Game Jam Winner • 2022 • 36 hours

ETPA - Game Jam - 2D Versus - 5 Teammates

Gameplay Programmer

[Unity C# - Github](#)

EDUCATION

ETPA • From 2020 to 2023

Game Design School (3rd and final year)

- *Programmation*
- *Technical Art*
- *Team Work*

RNCP level 6 - BAC + 3