



GAMEPLAY PROGRAMMER

EDOUARD MORDANT

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ABOUT ME

Finishing my studies, I'll be available for a **6-month** internship in **July 2023**, as *Gameplay Programmer*.

SOFTWARES

- Unity C#
- Unreal Engine C++
- Github
- HLSL
- Photoshop

LANGUAGES

- French** - Native speaker
- English** - Fluent

SOFT SKILLS

- Rigorous
- Like Challenges
- Efficient Communicator
- Adaptable

ACTIVITIES

- Skating
- Skiing
- Playing piano

PROJECTS

Folgore • 2022 • 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](#)

Game Jam Winner • 2021 • 36 hours

ETPA - Game Jam - 2D Platformer - 5 Teammates

Gameplay Programmer

[Phaser 3 - Github](#)

EDUCATION

ETPA • From 2020 > Current

Game Design School (3rd and final year)

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

RNCP level 6 - BAC + 3

Baccalaureate • 2019

Bachelor's degree Science of engineer

- *Computer Science*

EXPERIENCE

BURGER KING • 2019 • 2 months

Polyvlent crew member

- *Autonomy*
- *Efficient*