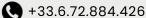


# **GAMEPLAY PROGRAMMER**

#### **EDOUARD MORDANT**

international Driving License

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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