

# Game programmer

## Maxence Deschamps

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### Professional experience

#### **Game programmer (2022 - 2023) Geode**

Permanent contract

Worked on the game Dazzly Merge

#### **Lead Gameplay programmer (2021 - 2022) Pamcha**

Permanent contract

Lead developer, Architecture and technical structure creation. Tool dev (Coda Sync, ...)

#### **Gameplay programmer (2020 - 2021) SLOWMO**

6-month contract.

Design and develop Hyper-Casual game concepts.

#### **Lead gameplay programmer (2019 - 2020) EdenQuest**

1-year internship.

Developpement of a Serious game made with Unity3D for other companies with entirely customisable content.

#### **Junior creative coder (2018 - 2019) We Are Social**

7-month internship.

Created prototypes in R&D, augmented reality (AR) experiences using Unity3D game engine.

#### **Web developer (2017 & 2018) Toxicode**

5-month internship.

Web applications development about emergence (jQuery, HTML5/JS)

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### Education

#### **Game design & programming master (2016 – 2020) ISART Digital**

Game design, level design, programming, video game history

#### **IT Bachelor (2015 – 2016) LIFO**

Programming (C/C++), algorithmics, mathematics

#### **IT University Degree (DUT) (2013 – 2015) Orléans university institute of technology**

Applications and web development, database, networks, mathematics

#### **Scientific diploma (2009 – 2013)**

Programming introduction

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### Skills

**tools** – Unity 3D, Visual Studio, GIT, Unreal, SVN, Suite Microsoft Office and Adobe

**Languages** – C#, JS, SQL, Python

**Foreign languages** – English (TOEIC score : 975)