

# Game designer & programmer

## Maxence Deschamps

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### Professional experience

#### **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)

#### **Web and mobile developer (2016) ABProd**

5-month internship.

Mobile and back-office apps development using web technologies (Angular, Typescript, 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, Unreal, GIT, SVN, Eclipse, Hammer editor, Suite Microsoft Office and Adobe

**Languages** – C#, JS, SQL, Python, C++, Haxe, Action script, Java

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

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### Characteristics

**Scientific mind** – If it was not for IT, I would have studied in a science field anyway

**Thirst for knowledge** – When I'm not in school, I love learning things on a lot of different fields.