



ELIE GAZEL **Tools programmer**

 Montpellier, France



 Holder of a bachelor's degree in application design and development, as well as 4 years of experience in the video game industry, I love learning new things, and have the ability to adapt quickly to new technologies. I am looking forward to my next challenge!

 /in/elie-gazel  www.egazel.com

 elie@gazel.net  +33 6 76 89 40 68

TECHNICAL SKILLS

- > MAXScript
- > Python
- > C# and C++
- > In-house engine
- > Perforce VCS
- > GitHub/GitFlow
- > 3ds Max
- > Unity/UE5

KEY WORKS

- > **Game edition pipelines**
 - Custom scene edition environment
 - Data generation and serialization
- > **Handled 3ds Max 2015 to 2023 migration**
 - Migrated MAXScript/Python codebase
- > **Automated photometry scanner**
 - Arduino/Python/IoT camera
- > **C++/Vulkan stamper development**
- > **Jenkins builds for tools CI/CD**
- > **User support, daily debug/hotfixing**

PROFESSIONAL EXPERIENCES

- > **Tools Programmer** *Wild Sheep Studio (Aug.2019 - Nov.2023)*
 - Unannounced project (Sept. 2021 - Nov. 2023)
 - Wild game (Aug. 2019 - Aug. 2021)
 - Worked on the different export pipelines, user support
 - In charge of tools/pipes development and maintenance
 - Priorities management, constant re-evaluation, users needs handling
- > **Associate Producer** *Wild Sheep Studio (Sept.2020 - Jan.2021)*
 - Wild game (Aug. 2019 - Aug. 2021)
 - Management of the production planning, internal communication
 - Supervised technical teams (priorities, meetings, info-sharing...)

SOFT SKILLS

- > Problem solving
- > Time management
- > Multi-tasking
- > Communication
- > Adaptability
- > Fast learning
- > Resilience

EDUCATION

- > **2019-2020**
 - Bachelor's degree in 'Application Design and Development' at EPSI Montpellier, with an internship at Wild Sheep Studio
- > **2017-2019**
 - BTEC Higher National Diploma in 'IT Services to Organizations' Top of class at ESICAD Montpellier
- > **2009-2013**
 - Scientific high-school diploma, with a biology speciality

LANGUAGES

- French *Native*
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- English *Fluent*
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- German *Spoken*
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