

## **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)

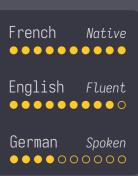
- Unannounced project (Sept. 2021 Nov. 2023)
- WiLD game (Aug. 2019 Aug. 2021)
- Worked on the different export pipelines, user support
- In charge of tools/pipes development and maintenance
- Priorities management, constant re-evaluation, users needs handling

- > 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...)

# LANGUAGES



# **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

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