PAUL JOSSERAND

PERSONAL INFO

Phone Number: +33 6.83.80.74.09
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Location : Montpellier, France

SKILLS

Programming languages :
- C++, C#, C, Python, Lua

Game Engines :
- Unreal Engine, Godot, Unity, GameMaker, Love2D

Programming patterns:
- ECS, Object Pool, Observer

Source control tools:
- Perforce, Git, Plastic SCM

Soft Skills :
- Communication, Teamwork, Creativity, Problem-solving

Web knowledges :
- HTML, PHP, JQuery, JavaScript(basic knowledge)

LANGUAGES

French - Native

English - Intermediate

HOBBIES

Music :
- **Hard rock, Soul , Country**

Books:
- **Sci-fi, Horror, History**

PROFESSIONAL EXPERIENCE

Game Programmer

Unannounced AA project - Unreal 5 (since May 2022)

Rescale Games(75), France - Remote

- UI (Tutorial, Main menu, settings etc.)
- Navigation system (World Map, World Marker, Compass)
- Event system (ex : Launch Cinematic, active object, unlock quest, etc.)
- Quest system (Modular system, notifications, etc.)
- Physic sound object system (Sliding, Hitting, Tool, ect.)
- Gameplay objects (interruptor, laser, enigma objects, etc.)
- Grid slot Inventory (Combine items, examine items, UI, etc.)
- Save game system
- Shooting mechanic (TPS, laser sight, weapons)
- Rewind time mechanic(UI, VFX Implementation)
- Time Attack system (Ghost, Leaderboard, UI, Online)

EDUCATION

Bachelor's degree in Science Computer development Video Game Option third-year (2021-2022)
Gaming Campus, Lyon(69), France

Bachelor's Degree in Science Computer (2019-2021)
Université Clermont Auvergne, Auvergne(63),France

Two-year Technical's Degree in Science Computer (2017- 2019) Software Development option
Lycée le Castel, Dijon(21), France