




Looking for a 6-month internship as **network programmer** starting
March 2019

DIPLOMAS

- 2017-2019** Master's degree in **Game Programming** 
ENJMIN (National School of Games and Interactive Digital Media) - FRANCE
- 2015-2017** Master's degree in **Computer sciences and Management** 
IIA (Institute of Applied Computing) - FRANCE
- 2014-2015** Bachelor's degree in **Computer science**
IIA - FRANCE
- 2012-2014** 2-year degree in Computer sciences
IIA - FRANCE
- 2012** Scientific "Baccalauréat", equivalent to A-Level
Victor Hugo High School - FRANCE

EXPERIENCES

- 2014-2017** **Web Developer, Ozytis** 
Create and debug customers' websites

Projects:
 - E-commerce website for a restaurant (mainly alone)
 - A website with a mobile application for a company which manages craftsperson
 - The CRM of the company
 - A website which gathers information of many e-commerce platforms
 - A GPS mobile application for handicapped persons
Tasks:
 - **Creation** of web solutions
 - Make **specifications** for the project with customers
 - Designing projects architectures
 - Project management
 - Management of **customer relationship**
 - **Teamwork**
Technologies:
 - **C#** ASP.net MVC
 - JavaScript (Typescript, JQuery & AngularJs)
 - HTML/CSS

01/2014 - 03/2014 Web Developer, Ozytis

Create and debug an internal project

Tasks:

- **Creation** of web solution, to easily manage mobile customers' projects
- **Architecture design**
- Project management

Technologies:

- **C#** ASP.net MVC
- JavaScript (Typescript, JQuery & AngularJs)
- HTML/CSS

03/2013 - 05/2013 ERP Technician, Séché Environnement

Debug the ERP Sage of the company

Tasks:

- **Fix and maintain** the ERP Sage
- Implement an **automatic generation of tags** (with QR Code) for the company's products

SKILLS

Development

C#
C/C++
Java
GLSL (Shaders)

Engines & Lib

Unity
XNA
SFML
OpenGL

Languages

French (Native)
English (Professional)

Tools

Visual Studio
Git

Additional Skills

Project Management
Agile/Scrum
MS Project
Javascript/HTML/CSS
SQL

PROJECTS

Peak (2018-2019)

Glide game combining an arcade style racing and a boss fight made with **Unity** in four months.

Tasks:

- **Gameplay programming:** game physic (tricks, air control, landing...), boss behaviour, glide feeling, general architecture.
- **Integration:** sound (Wwise) and dynamic animations (inverse kinematic)

- EGO, VR puzzle game - **Unity**
- Wonder Tsum (LudumDare 40), puzzle game - **Unity**
- Cake-Arena, an online third-person-shooter - **Unity**

Project Deus (2018)

A MMO hack'n slash / rogue like. The server was made with C++, and client with C# and Unity.

Tasks:

- **Network programming:** client & server communication using UDP and TCP, Interest Management, Local lag & Dead Reckoning.
- **Gameplay programming:** implement all gameplay features (player, skills...).

Other projects

- Abyssum, Shoot'em up for 4 players - **Unity**
- Unnecessary Evil, puzzle game - **Unity**
- A Minecraft-like - **C++ OpenGL**

Find more information on my projects here : suliacblneau.eu

INTERESTS

Running Challenge myself and train hard to succeed. I run 10KM & 21KM races.

Video Games Creating and playing games as an artistic and expressive medium. I love RPG and puzzle games.

Reading I love fantasy books, but I also enjoy reading programming books.