JULLIARD DIMITRY

Junior Gameplay Programmeur

Fast learner | Motivated | Autonome

PROFILE

Passionate aboute **video games** and to **develop** them, i want to work in a **medium studio** as Gameplay Programmeur by **implementing feature** of gameplay and work on **AI**

CONTACT

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EDUCATION

GAMESUP
L'ÉCOLE SUPÉRIEURE PREPARATOIRE AUX METIERS DU JEU VIDEO

Bachelore - Game Design

2017 - 2021

HOBBIES

Video Games | Competitive

Musics | Heavy Metal | Drummer

WORK EXPERIENCE

GAMEPLAY PROGRAMMER - SANDCASTLES

T - RPG | Student project | 2020
Unity Engine

Feature Programming
- Tactical Shifting
- AI: Movement system & Fight system
- Turn by Turn system

GAMEPLAY PROGRAMMER - GEMINI

Puzzle Platformer | Student project | 2020
Unity Engine:

Feature Programming
- Rewind system
- Laser System

GAMEPLAY PROGRAMMER - TSUKUYOMI

Stealth Game | Personal project | 2020
Unreal Engine:

Feature Programming
- AI: Movement & Fight system
- Light & shadow detection
- Sound System

SKILLS

PROGRAMMING

- AI Programming
- Camera Behavior
- Tools Programming
- Character Movements
- UI / GUI

GAME DESIGN

- 3C
- Game Loop
- Signe & Feedback
- Balancing
- Document

SOFTWARE

Unity   Git   Office

Unreal   C#   C++

LANGUAGES

Fluent

Native