

VICTOR GROSCLAUDE

GAMEPLAY PROGRAMMER AND GAME CREATOR

PROFILE

Name

Victor Grosclaude
(05/05/1993)

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France

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Website

<http://skeeku.me/>

Linkedin

<http://linkedin.com/in/victor-grosclaude>

Languages

French (native), English (fluent)

BIO & BONUS

- Always ready to learn and to share, to create, to try new things

- Rider of everyday, on the web and in real life (skateboard, snowboard, skimboard ...)

- Player on every aspects including unknown japanese arcade games and well known card games

- Huge reader, from fantasy classics to the latests indie comic book

- Create 2D and 3D game, for fun or for gamejams, with experience in mobile and VR

- Apprentice hacker in custom rhythm game controllers and Raspberry Pi self hosting

- Music enthusiast from old school punk rock to underground drum & bass festival, including jpop and others

EXPERIENCE

2023 - today

DON'T NOD, Paris

Permanent contract since November 2013
Debugging on the PC and console game Banishers
Learning Unreal Engine

2021 - 2023

Personal projects

Participation in **game jams** (Ludum Dare, Luxe Jam ...)
Participation in open source projects (<https://github.com/TNG-dev/Tachi>)

Creation of websites as a freelance :

- <https://valentincaro.com/> (Wordpress)
- <https://rollingbassline.com/> (Bootstrap)

2017 - 2021

Ubisoft Paris Mobile, Paris

6 month internship then permanent contract
Gameplay programmer on the AAA mobile game **Wild Arena Survivors**

- Making of various prototypes and work in a pre-production team
- Implementation of gameplay features in cooperation with the design team
- Development of a 60 players real time battle royale with an authoritarian server and ECS architecture, using Unity
- Creation of tools dedicated to manage the game content

2014

Nadeo, Paris

6 month internship
Level design, scripting and QA testing on Shootmania Platform
Level design research on Trackmania Turbo

2012

Hastatis web-agency, Montpellier

4 month internship in web development
Front and back-end development of websites for local businesses
Development of the Montpellier Business Plan's website

EDUCATION

2015 - 2017

Master JMIN, ENJMIN Angoulême, France

Master degree in video games, programming speciality

2013 - 2014

Bachelor degree, UM3 Montpellier, France

Video games conception and development

2012 - 2013

University degree in computer science, UM2 Montpellier, France

2010 - 2012

DUT in computer science, IUT Montpellier, France

SKILLS

Game developpment

Unity
C#
C/C++
GameMaker
PICO-8

Developpment

HTML/CSS
PHP/SQL
Javascript
Java
Python

Software

UNIX OS
Git/Subversion
Photoshop/Premiere
Blender
Microsoft Office

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