

VICTOR GROSCLAUDE

STUDENT IN PROGRAMMING AND GAMEDESIGN

PROFILE

Name

Victor Grosclaude
(05/05/1993)

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<http://skeeku.me>

Linkedin

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BIO & BONUS

- Character: precise, perfectionist
- Rider of everyday, on the web and in real life
- Player on every aspects
- Huge reader, from fantasy classics to the latests comic book
- Create 2D and 3D game, working in gamejams
- Special price at the Retro Game Jam 2013 with the game BURE2013D
- Working on a mobile game, planned to be released on the Google Play Store

EXPERIENCE

- 2014 **Nadeo, Ubisoft Paris** 
6 month internship
Level design, QA testing and gamedesign on Shootmania Platform
Level design on Trackmania Turbo
- 2012 **Hastatis, web-agency Montpellier** 
4 month internship in web development
Front and back-end development of websites
Development of the Montpellier Business Plan version 2

EDUCATION








- 2015 - today **Master JMIN, ENJMIN Angoulême, France**
Master degree, 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




Programming

C/C++ 
Java 
C# 
PHP 
SQL 
HTML/CSS/JS 

Software

Windows 
UNIX OS 
Adobe Photoshop 
Adobe Illustrator 
Adobe Premiere 
Blender 
Microsoft Office 

Game engines

Unity 
GameMaker 
MMF2 
SFML 
LibGDX 

Other

French (native)
English (fluent)
Drawing
Video games and comics knowledge

REFERENCES

Émilien Gorisse
Producer at Nadeo, Ubisoft
emilien.gorisse@ubisoft.com

Laurent Balmefrezol
CEO at Hastatis
laurent@hastatis.com