

VICTOR GROSCLAUDE

GAMEPLAY PROGRAMMER AND GAME DESIGNER

PROFILE

Name

Victor Grosclaude
(05/05/1993)

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<http://skeeku.me>

Linkedin

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BIO & BONUS

- Character: precise, perfectionist, motivated, always ready to learn

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

- Player on every aspects

- 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 maker in custom controllers, LEGO and scale models

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

EXPERIENCE

2017 - 2021

Ubisoft Paris Mobile, Ubisoft Paris [↗](#)

6 month internship then permanent contract

Gameplay programmer in a prototype and preproduction team

Gameplay programmer on a AAA mobile game: **Wild Arena Survivors**

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 - 2017

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 Premiere



Git/Subversion



Blender



Microsoft Office



Game engines

Unity



GameMaker



MMF2



SFML



LibGDX



PICO-8



Other

French (native)

English (fluent)

Drawing (physical and digital)

Video games, animation and comics knowledge

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