

GRÉGOIRE CARABEUFS

GAME PROGRAMMER



CONTACT

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SKILLS

Programming Languages & Tools

C# *Advanced* Blueprint (UE4/5) *Advanced*

C++ *Basic* JavaScript *Intermediate*

HTML/CSS *Intermediate* Git *Advanced*

Game Engines

Unity *Advanced* Unreal Engine 4/5 *Advanced*

Construct 2 *Intermediate* Game Maker *Intermediate*

Softwares

Photoshop *Intermediate* Illustrator *Basic*

Premiere Pro *Intermediate*

LANGUAGES

FRENCH *Native*

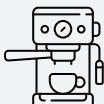
ENGLISH *Fluent*
(TOEIC Score : 910)

JAPANESE *Pre-intermediate*

INTERESTS



Fighting Game
Tournaments



Home
Barista

WORK EXPERIENCE

- UNITY & UNREAL ENGINE DEVELOPER** **OCTOBER 2023 - PRESENT**
Kalank, Angoulême | Smurfs Flower Defense (Meta Quest 2/3)
Worked as an **Unreal Engine 5** programmer on **Smurfs Flower Defense**, a **VR/MR game**. I was the sole programmer during **prototyping**, and then got joined by additional programmers after pre-production. During the entire project I had a strong focus on performance profiling, and was in charge of **CPU & GPU optimization**. Since we were a small team my work was diverse and also included developing various gameplay features, integrating art and sound assets, debugging, and managing source control. I also worked on other games such as **Moon Bowl**, an **Unreal Engine 5 PC game**, where I had to replace the paper2D-based sprite animations of the game with new ones made with **Spine**. I also had the opportunity to work on additional client projects, be it as a technical support for Ellipse Animation first **Unreal Engine** project, or in working on a **AR app** in **Unity** for an eyeglass maker, and doing some last minute support on the **network programming** of the game **Slash** using **Photon**.
- UNITY DEVELOPER** **JANUARY 2022 - AUGUST 2022**
Apperture, Paris
Worked on various **Unity** projects for the company and its clients. Some of these include: worked on the release of **Mr. Miami**, a hybrid smartphone and board game. I ported a **HTC Vive** game to the **Oculus Quest2**, focusing heavily on **optimizing** it to run on less powerful hardware. Worked on a **VR prototype** exploring new gameplay possibilities using **SenseGlove** haptic gloves. I worked on these projects either alone or with one other programmer.
- GAMEPLAY PROGRAMMER** **AUGUST 2020 - SEPTEMBER 2020**
Seed by Seed, Angoulême | Pile Up! (PC, Ps4, Xbox One, Switch)
Joined the team on **Pile Up** as a **Gameplay** Programmer to support them close to the game release. I mainly worked on last minute new game features, **UI** programming, and **debugging**.
- UNITY DEVELOPER** **APRIL 2018 - AUGUST 2019**
smartVR studio, Paris | After-H (PC)
Worked as a **Gameplay** Programmer on **After-H** a **VR Esport FPS**. First professional experience on an **online multiplayer game**. My assignments included adding new guns into the game, working on the game's co-op campaign, **debugging** and improvement of existing gameplay elements' behavior, and implementing various new **gameplay** mechanics. I was also greatly involved with **performance optimization**. I was the main programmer on other side projects for the company. I have worked on narrative VR experiences for companies and organisations such as **Action Contre la Faim**, **Veolia**, **Engie** and the **European Commission**.

- PROGRAMMING INTERN** **APRIL 2017 - AUGUST 2017**
RingZero Game Studio, Bangkok | Pro Fishing Simulator (PC, Ps4, Xbox One)
5 months full-time internship in a video game studio based in Thailand. Worked on **Pro Fishing Simulator**, their first **AA game** for **PC & Consoles**. Implemented various **gameplay** mechanics, and worked on a **Unity tool** to ease the publication of new **UI** elements for online content.

PROJECTS

- CREWSADERS** **MARCH 2016 - NOVEMBER 2016**
Gameplay Programmer, Unity C#
Crewsaders is the first game I worked on that has been released on **Steam**. First released as a student project, it got the opportunity to be published by **Plug In Digital** in an improved version a few months later. My work included programming the players **character controller**, and **UI** programming.

CHECK OUT MY OTHER PROJECTS AND WORK EXPERIENCES ON MY LINKEDIN OR PORTFOLIO

EDUCATION

- MASTER'S DEGREE, GAME PROGRAMMING** **2015 - 2017**
Cnam-Enjmin, Angoulême
- BACHELOR'S DEGREE, GAME DESIGN & PROGRAMMING** **2012 - 2015**
Isart Digital, Paris