

GRÉGOIRE CARABEUFS

GAME PROGRAMMER & DESIGNER



CONTACT

Email:

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Portfolio:

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SKILLS

Programming Languages & Tools

C# *Advanced* BluePrints (UE4) *Advanced*

C++ *Intermediate* JavaScript *Intermediate*

HTML/CSS *Intermediate* Git *Advanced*

Game Engines

Unity *Advanced* Unreal Engine 4 *Advanced*

Construct 2 *Intermediate* Game Maker *Intermediate*

Softwares

Photoshop *Intermediate* Illustrator *Basic*

Maya *Basic* Ableton *Basic*

LANGUAGES

FRENCH *Native*

ENGLISH *Fluent*
(TOEIC Score : 910)

JAPANESE *Basic*

WORK EXPERIENCE

- **UNITY DEVELOPER** APRIL 2017 - PRESENT
smartVR studio, Paris

Working as a Gameplay Programmer on After-H a VR eSport FPS. First professional experience on an online multiplayer game.

I was also the main programmer on one of the company's VR side project.

- **PROGRAMMING INTERN** MARCH 2017 - AUGUST 2017
RingZero Game Studio, Bangkok

6 months full-time internship in a video game studio based in Thailand. Worked on an unannounced AA game for PC & Consoles. Implemented some gameplay mechanics into the game, and worked on a Unity tool for the company.

PROJECTS

- **THUNDER** NOVEMBER 2016 - MARCH 2017
Gameplay Programmer, Unreal Engine 4 BluePrints

My graduation project at Cnam-Enjmin, my first major project using Unreal Engine 4, and my first time developing for VR. My work included programming the game 3C's and adapting the game's controls for the HTC Vive's controllers.

- **CREWSADERS** MARCH 2016 - NOVEMBER 2016
Gameplay Programmer, Unity C#

This is the first game I worked on that has been released on Steam. The game was first released as a student project, but then 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 integration.

CHECK OUT MY OTHER PROJECTS ON MY LINKEDIN OR PORTFOLIO

EDUCATION

- **MASTER'S DEGREE, GAME PROGRAMMING** 2015 - 2017
Cnam-Enjmin, Angoulême

A Master's degree in Game and Interactive Digital Media, with Game Programming specialization. Students' projects developed in bigger teams involving all fields of work of a video game production.

- **BACHELOR'S DEGREE, GAME DESIGN & PROGRAMMING** 2012 - 2015
Isart Digital, Paris

A training focused on Web & Game Development, with an additional Game Design course. Multiple game projects achieved in the span of 3 years.

INTERESTS



Game Jams



Rap Music



Fighting Game Tournaments



Travelling



Tea