

Erwan MICHOT

Gameplay programmer

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PROFILE

I'm a gameplay programmer with 5 years of experience. I've worked on many genres of video games and applications based on the best-known game engines, on most of the available supports. Some projects have been presented at events, even internationally, and used by some of France's leading companies and institutions.

SKILLS

Programming languages

C#, C++

Engines

Unity, Unreal

Softwares

Visual studio, Git, Perforce, Jira, Trello, Discord

Languages

French, English

WORK EXPERIENCE

Programmer Unity 3D, *Virtuallyz Gaming* 📄

Developed full gameplay, in compliance with game design documents, editors and customers, for a soon-to-be-released game.

05/2024 – 01/2025

Junior 3D Developer, *TKORP* 📄

Designed 3D experiences, developed scenarios and interactions on Unity and Unreal environments.

09/2022 – 08/2023

3D Developer, *TKORP* 📄

Created VR and mobile applications for companies and administration.

03/2022 – 08/2022

Game designer, *Kibin*

Designed and integrated the gameplay, UX and monetization for a online multiplayer game.

01/2021 – 05/2021

PROJECTS

Gameplay Programmer, *This Way [Puzzle game - Unity]* 📄

Developed the player's controls and interactions with objects. Integrated mobile-dependent features.

09/2022 – 06/2023

Gameplay Programmer, *Akucalava [RPG - Unreal]* 📄

Developed player interactions on the exploration phase, game flow, save, quest and dialogue system.

03/2022 – 06/2022

EDUCATION

Master's degree in gameplay programming, *ISART DIGITAL*

School of Video Games & 3D Film.

2019 – 2023

Paris, France

INTERESTS

- Video games
- Beatmaking & Music
- Movies & Series