

THIBAUT EYNARD



JUNIOR GAMEPLAY PROGRAMMER

GET IN TOUCH:



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+ EMPLOYMENT

- 2014 - 2015 **PERSISTANT STUDIOS**
Application Developer
 - Unity3D :
 - Mobile Development (iOS/Android)
 - User Interface (nGUI, 4.6 native UI)
 - 3D and FX integration
 - HTML5 :
 - Serious Game development
 - Retro-engineering
- 2013 **PROCHEO**
Front End Developer
 - Web integration
 - Plugin development in Javascript
 - Mobile development (HTML5 webviews)

+ PROFESSIONAL SKILLS

| | average | good | skilled |
|----------------------|----------|----------|----------|
| Game Development | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Web Development | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Game Design | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| UI Design | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Unity3D | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| C# | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Javascript | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| HTML/CSS | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| PHP/MySQL | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Git/SVN | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| French (Native) | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| English (TOEIC 950) | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Spanish (Elementary) | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |

+ EDUCATION

- 2015 **GAME DESIGN & PROGRAMMING**
Video Game School
 ISART Digital, France
- 2011 **SCIENTIFIC BACHELOR**
High School
 Lycée de la Vallée de Chevreuses, France

+ PERSONAL SKILLS

| | average | good | skilled |
|-------------------|----------|----------|----------|
| Organization | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Creativity | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Social Commitment | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Communication | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |
| Team Player | ●●●●●●●● | ●●●●●●●● | ●●●●●●●● |

+ AWARDS

GRAND PRIZE & GRAPHICS PRIZE
gameweek2015.gameisart.com
 ISART Digital / Game Week / 2015