



GAMEPLAY PROGRAMMER

EDOUARD MORDANT

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ABOUT ME

Finishing my studies, I'll be available for a **job** in **January 2024**, as *Gameplay Programmer*.

SOFTWARES

- Unity C#
- Unreal Engine C++
- Git
- HLSL
- Photoshop

LANGUAGES

French - Native speaker
English - Fluent

SOFT SKILLS

Rigorous
Like Challenges
Efficient Communicator
Adaptable

ACTIVITIES

Skating
Skiing
Playing piano

EXPERIENCE

YSO CORP • internship • 2023 • 6 months

Gameplay Programmer

- Team Work
- Prototype
- Autonomy

BURGER KING

Polyvrent crew member

PROJECTS

Folgore • 2022 • 10 months

ETPA - Game - Beat Them All - 9 Teammates

Gameplay Programmer and Technical Artist

- Character controller
- Lead Game Design

[Unity C# - Github](#)

Rorschach Experiment • 2022 • 4 months

ETPA - Game - FPS Horror - 5 Teammates

Gameplay Programmer and Technical Artist

- Character controller
- Project Leader

[Unity C# - HLSL - Github](#)

Game Jam Winner • 2022 • 36 hours

ETPA - Game Jam - 2D Versus - 5 Teammates

Gameplay Programmer

[Unity C# - Github](#)

Game Jam Winner • 2021 • 36 hours

ETPA - Game Jam - 2D Platformer - 5 Teammates

Gameplay Programmer

[Phaser 3 - Github](#)

EDUCATION

ETPA • From 2020 to 2023

Game Design School (3rd and final year)

- Programmation
- Technical Art
- Team Work

RNCP level 6 - BAC + 3