

Quentin Vernet

Gameplay Programmer - Game Design



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OBJECTIVE

As a Isart Digital graduate I'm currently searching for a gameplay programmer position to design and prototype innovative gameplay

SKILLS & PROJECTS

Unity

- **Symphonia** - Lead Gameplay Prog, Pitch, Game Design
2.5D Platformer on Switch, Isart Digital **Grand Prize Final Project 2020**
- **Overbrushed** - Game Design, Programming
Serious cooking game, **2nd place at Kolibree Game Jam**
- **Human Cannonball** - Programming, 3D modeling
VR Arcade game
- **Rush** - 3D Modeling, Programming
Puzzle game
- **Elastic Tower** - Programming, Creation of game design document
Free to play 2D endlessrunner, **Grand Prize Hyper Casual 2D**
- **Little Big Explosion** - Programming, Level Design
First person shooter, **Technical Prize Global Game Jam**

Unreal

- **The Wild Gathering** - Level Design, Game Design, Programming
Narrative Adventure.

Node JS, Javascript, Ocaml, Python, C

EDUCATION

2016 – 2020

Game Design & Programming Master's Degree - ISART Digital Paris, specialized in Video Game & Animation 3D-FX

2014 – 2016

Mathematics and Computer Science Studies - University Joseph-Fournier Grenoble

EXPERIENCES

Unity Developer | January 2019 to July 2020 – Eden Quest

Refactoring, design and production of major feature on a serious game MMOG.

Back-End Node JS | January 2018 to March 2018 – DREAMZ Studio

Refactoring and management of a database

Volunteer | 2017 – Paris Games Week & IndieCade

Volunteering at the Indie Garden at the Paris Games Week & at the Indiecade

Unity Developer, Level Designer | 2017 2018 2019 2020 – Global Game Jam

Creation of a game in three day

FOREIGN LANGUAGES

English : B2 (fluent), TOEIC 905

Spanish : B1 (working knowledge)

HOBBIES

Sports: Kung Fu, Bike, Work out, Skiing

E-Sport: Competitive Overwatch

Hobbies: Cinema, Drawing, Tech Art, Violin, Video game (A-rpg, Fps, Exploration, Indie, Platformer, Infiltration)