# Théophile Candelier

*Game Programming student*

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## Profile

I am a discreet student in Game Programming who particularly likes to create **tools** to make developers' life easier. However, I am still interested in other **complex subjects** such as **Artificial Intelligence** or multiplayer **networking**.

## Education

• *2018 - 2019 :* Master Game Programming at Supinfogame Rubika - Valenciennes (France)
• *2017 - 2018 :* 3-year IT degree at UPJV - Amiens (France)
• *2015 - 2017 :* 2-year IT University degree at IUT -Amiens (France)
• *2014 - 2015 :* 1 year engineer common course at UTC - Compiègne (France)

## Experience

• *june - august 2018 :* **Python developer internship at LRCS Laboratory - Amiens (France)**
End of 3-year degree internship on a creation of a **user interface** for a lithium-ion battery simulation program
- input files generation, output files interpretation.
- using **Tkinter / Matplotlib**
- creation of visualisation & processing of large **csv files**

• *march - august 2017 :* **Web developer internship at MIS Laboratory - Amiens (France)**
End of 2-year degree internship on a **3D visual dictionary** project about Amiens' Cathedral.
- design and development of a web application
- point clouds using **WebGL & Potree**
- creation of images generation tools

## Projects

• *october 2019 - june 2020 :* **3D platformer in an alternative early 20th century London - Ombres**
End of studies project featuring an **alchimist** jumping on roofs and using **special abilities** to escape from his foes.
-In charge of the tools (**Procedural generation**, navlinks, **buildings placement** helps)
-Implementing the **Artificial Intelligence** in the game
-**Optimization** (Blueprint -> c++)

• *october 2018 - march 2019 :* **Table-tennis VR online game - StarPong VR**
School "steam project" featuring **online** matches in a **VR** space environment.
-Multiplayer networking with **Photon**
- Solar system **tool**
- **Steamworks** integration
- Menus/**UI**

## Skills

| Languages | |
|---|---|
| Javascript | Excellent |
| C/C++ | Advanced |
| C# | Advanced |
| Python | Advanced |
| PHP | Intermediate |
| Java | Intermediate |
| HLSL | Intermediate |

| Libraries | |
|---|---|
| Three.js | Advanced |
| PIXI.js | Advanced |
| .Net API | Advanced |
| Photon | Advanced |
| Node.js | Intermediate |
| Steam API | Intermediate |

**Engines/IDEs**
• **Unity** : Made a lot of small projects, personal, game jams and school projects. Particularly comfortable with UI (Editor/Game).
• **UE4** : Only made a few school projects, but ambitious ones. Pretty good knowledge of the software, can work both in Blueprint and C++.
• **Visual Studio**          Advanced

## Interests

### Video game
- **RPG** : Dragon quest, Tales of
- **Narrative** : Life is Strange
- **MMO** : Black Desert Online, Conan Exiles
- **Action** : Overwatch, Battlerite, Hyper Light Drifter
- **Rogue-Like** : The binding of Isaac, Enter the Gungeon

### Other
- **Tennis** for 10 years
- **Anime**
- **Esport** (overwatch league)
- **Sleeping**