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LinkedIn

Bastien NANCEAU
C#, C++ developer

EDUCATION

2014 - 2016   **Master Jeux Vidéo et Médias Intéractifs** | ENJMIN | Angoulême - France
Specialization **Programming**
- Unity C# and Unreal C++ projects, procedural generation, procedural animation, network, OpenGL
- Research paper "Procedural Animation in Video Games"

2012 - 2013   **Licence Game et Level Design** | {equivalent to Bachelor degree} University of Bobigny - France
Design and development of a one button game, game theory, level design, analysis and culture of video games

2011 - 2012   **Licence Communication Informatique et Multimedia** | {eq to Bachelor degree in IT and Media} Université of Montreuil - France
Web development, mobile web apps and multimedia projects
Markerting, Communication, Semiotics

2009 - 2011   **DUT Informatique** | University of Orsay - France
Algorithms, Software engineering , Database, Networking, C, C++, Java, VB

EXPERIENCE

2013 - 2014   **4Edges-Games** | Toulouse - France
Creation of an Indie games studio
- Unity projects in C#, 2D plateformers, contribution to game and level design of several projects
- Development of a XML editor tool in Unity, Text dialogs system for a visual novel game

avril 2013
(6 months)
(internship)   **Ubisoft** | Montreuil - France
Level Designer, Just Dance 2014
Responsible for creating 15 maps :
- Control of the difficulty and readability of the moves, Pictos management
- Moves detection integration for scoring, Integration of the unlock conditions of avatars

2011 - 2012
(apprenticeship)   **123MONSITE** | Paris - France
Web Developper / Integrator
- Joomla! development, Clients training, Projects costing and timelines

avril 2011
(3 months)
(internship)   **DIMATECT** | Grigny - France
Web Developer : PHP online shop development
- Creation of a design brief, Backend and Frontend development

PROJECTS

2015-2016   **Bring It Back** | Unreal Engine 4 | C++ programmer : Multiplayer burglary game where players must cooperate to steal objects.
- Components system to allow game designers to mix gameplay bricks.
- Procedural animation integration to automatically place characters hands on specific points of the carried objects.
- UX programming

2015   **Old Wheels** | Unity | C# programmer : Multiplayer game (4 players) with a real wheelchair as game controler.
- Client-server architecture deployment, Connection of wheelchairs to computers (via Arduino) for wheel rotation detection.
- Network gameplay programming, controls mapping with wheels rotation

Impulse | Unreal Engine 4 | Game Designer : 8 players first person camera online/LAN sport game.
- Game design, 3D assets creation, FX (Cascad), Art direction

SKILLS

Languages : C#, C++, C, PHP, SQL, HTML5, CSS3, VB.Net, AS3, Java
Softwares : Unity, Unreal, Visual Studio, 3DS Max, Photoshop, Illustrator, InDesign
English (fluent, TOEIC : 915)
German (basics, written and spoken)

OTHER INTERESTS

Procedural animation, web development, community management (organisation of Guild Wars's Foostial international event)
Music (playing bass | dark wave, new wave, symphonic metal, rock, German rap), drawing, painting (Turner), rugby, cooking