Constant BRUNEL
Gameplay Developer

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WORK EXPERIENCES

2016
School Project
Montreal

Robot Rebellion | Game Developer
C++, Unreal Engine 4 (UE4), Game Design
Development of a video game. We used UE4 to have some experience with a professional engine. This is a hybrid game with Shooter and RPG

2016
School Project
Montreal

Pirate Simulator | Game Developer
C++, DirectX 11, PhysX
This game is a school project. We must use DIrectX and PhysX to have an experience with this tools to understand them.

2015 - 2016
Final Intership - Job
Paris

Infinite Square - GeoBalance | Game Developer
Unity3D, C#, Game Design, Level Design
Developement of mobiles games with Unity3D. GeoBalance is a puzzle game. You need to balance the pieces on the platforme to success the level.

2014 - 2015
Intership
Paris

Metidia | Game Developer
HTML5, CSS3, Canvas, Javascript, BackBoneJS, NodeJS, MongoDB
Vinoga is a farming game based on wine. You have a vineyard and you must manage it to fill the orders.

2014 - 2014
Personal Project
Montreal

X-Ray Adventures | Game Developer
Unity3D. C#, Game Design, Level Design
2D platform/puzzle game for hardcore gamer.
Best Game of the Global Game Jam in ISART Digital Montreal.

2014 - 2014
School Project
Montreal

Farm Warfare | Lead Game Developer
HTML5, CSS3, Javascript, JQuery, NodeJS, Socket.IO, Game Design
2D Isometric game based on Farmville with some features like conquer or attack enemies.

2013 - 2013
Personal Project
Montreal

Overload | Game Developer
C#, XNA, Game Design, Level Design
This project was made for the imagine cup. 2D platform game based on Doctor Jekyll and Mister Hyde story.

EDUCATION

2016 - 2017
1 year in Montreal

Video game development graduate (DDJV) (second degree)
Sherbrooke University - Longueil Campus
Advanced C++ graduate focused in video game industry with professionals teachers working in the industry

2010 - 2015
3 years in Paris
2 years in Montreal

Master
SUPINFO International University
Learning different programming language, advanced networks concepts, some management concept, etc.

ABOUT ME

Name:	Constant BRUNEL
DOB:	03/11/1994 (23)
Nationality:	France
Location:	Montreal, CANADA
Experience :	2 Years
Availability:	Fulltime

SKILLS

Video Game :
- C++
- Unreal Engine 4
- C#
- Unity3D
- DirectX11

Management :
- Agile
- SCRUM
- Animate meeting
- Animate Retrospective

Web :
- HTML5
- Javascript
- NodeJS
- MongoDB

Langages :
- French (maternal)
- English (fluent)

AWARDS

2017 - Scholarship LUDIA

REFERENCE

Avialable on request