

# Game Programming

EMELINE  
BERENGUIER

Online portfolio:

<http://emelineberenguiier.com/>

## CONTACT

 Emeline Berenguiier

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 <https://github.com/Valefors>


## PROGRAMMING LANGUAGES

C#, C++, Haxe, SQL

Winforms, Qt, Arduino

## SOFTWARES

 Unity  Unreal Engine

 Git (Git Bash, GitKraken...)  
Perforce, Tortoise SVN

## LANGUAGES

 English  
TOEIC: B2

 French  
Mastery

## HOBBIES



## Diplomas

Master's Degree in **Game Programming**  
*2018 - now*

ENJMIN (National School of Games) - FRANCE

Bachelor's Degree in **Game Design and Programming** with honors

*2015 - 2018*

Isart Digital (Video Games School) - FRANCE

High School Diploma in **Scientific section**

*2015 - FRANCE* with high honors

## Experiences

**Game Designer** (internship) - Dreamz Studio  
*nov. 2017 - april 2018*

- Creation of new gameplay mechanics : *Crazy DreamZ : Magicats Builder* and *Crazy Dreamz Best-of*
- Level design of the premium version of the game
- Review and reconception of the Game Feel experience of the free to play game

**Tester QA** (internship) - Ubisoft Studio  
*july. - sept. 2017*

- Test of the game *City of Love: Paris*
- Bugs report on Jira and resolutions following
- Collaboration with the QC Bucharest team

**Publisher** (internship) - App Advisory  
*jan.-march 2017*

- Publishing of mobile games on different stores
- Advertising systems integration (Chartboost, Google AdMob...) into games on Unity

## Projects

Playable on  **itch.io**

**Achromatic** - Investigation Game - Unity  "Coup de coeur" prize at HitsPlaytime  
*3 months - 7 people - Programming*

**Our Greatest choices** - Android - Unity  
*6 months - 9 people - Programming*

**Soul Tycoon** - Social Builder Facebook - Haxe  
*3 months - 20 people - Programming*

**Violent Recyclage** - VR Game - HTC Vive  
*2 weeks - 5 people - Programming*