

Game Programming

EMELINE BERENGUIER

Online portfolio:
emelineberenguiet.com

CONTACT



Emeline Berenguiet



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<https://github.com/Valefors>

PROGRAMMING LANGUAGES

C#, C++, Java, SQL, Haxe
Python
WPF, Qt, Arduino

SOFTWARES



Unity



Unreal
Engine



Git (Git Bash, GitKraken...)

Perforce, Tortoise SVN

LANGUAGES



English
Fluent



French
Native

HOBBIES



Experiences

3D Developer - Emissive

nov. 2020 - july. 2021



- VR and Desktop applications development
- C# - Unity environment
- Network - App connexion : SQL - Js - Socket.io

Tools Programmer - Ubisoft Studio

march 2020 - sept. 2020



- Work on *Beyond Good and Evil 2*
- Add features to internal tools - WPF - C#
- Creation of external programs for production pipeline
- Large teams management environment (Jira, Sprint...)

Game Designer - Dreamz Studio

nov. 2017 - april 2018



- Creation of new gameplay mechanics : *CrazyDreamZ : Magicats Builder* (live) and *Crazy Dreamz Best-of* (ship)
- Level design of the premium version of the game
- Review and reconception of the Game Feel

Tester QA - Ubisoft Studio

july - sept. 2017



- Testing of *City of Love: Paris* live version
- Bugs report on Jira and resolutions following

Diplomas

Master's degree in Game Programming

2018 - 2020



ENJMIN (National School of Games) - FRANCE

Bachelor's Degree in Game Design and Programming with honors

2015 - 2018



Isart Digital (Video Games School) - FRANCE

Projects

More projects on my portfolio or  itch.io



Pokémon 2D Engine - OpenGL / C++

Personal project - 2 people - Custom Engine

What have we done to each other - Narrative - Unity

6 months - 10 people - C# - Tools

Achromatic - Investigation - Unity

3 months - 7 people - C# - JSON



"coup de coeur" prize
at HitsPlaytime



Soul Tycoon - Social Builder Facebook - Haxe

3 months - 20 people - Crossplatform - SQL/PHP

