

Game programmer

Maxence **Deschamps**

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Game Engines

Unity 3D,
PlayCanvas, Unreal

Tools

Visual Studio

Versioning

Git, SVN, Perforce

Languages

C#, JS, SQL,
Python

Foreign

languages English
(TOEIC 975)

Professional experience

Game programmer (2022 - 2023) **Geode**

Permanent contract

UI and new features for Dazzly Merge, R&D playcanvas for production of playables. Font localization tools.

Technologies : Unity3D, C#, PlayCanvas, Javascript, Git

Lead Gameplay programmer (2021 - 2022) **Pamcha**

Permanent contract

Lead developer, architecture and technical structure creation. Tool dev (Coda Sync, ...)

Technologies : Unity3D, C#, Coda, Git

Gameplay programmer (2020 - 2021) **SLOWMO**

6-month contract.

Design and develop hyper-casual game concepts.

Technologies : Unity3D, C#, Git

Lead gameplay programmer (2019 - 2020) **EdenQuest**

1-year internship.

Development of a Serious game made with Unity3D for other companies with entirely customisable content. In-game chat architecture.

Technologies : Unity3D, C#, PHP, Laravel, Git

Junior creative coder (2018 - 2019) **We Are Social**

7-month internship.

Created prototypes in R&D, augmented reality (AR) experiences using Unity3D game engine. Interact with Twitter API

Technologies : Unity3D, C#, Vuforia AR, Git

Web developer (2017 & 2018) **Toxicode**

5-month internship.

Web applications development about emergence (jQuery, HTML5/JS)

Technologies : Javascript, HTML/CSS, Git

Education

Game design & programming master (2016 – 2020) **ISART Digital**

Game design, level design, programming, video game history

IT Bachelor (2015 – 2016) **LIFO**

Programming (C/C++), algorithmics, mathematics

IT University Degree (DUT) (2013 – 2015) **Orléans university institute of technology**

Applications and web development, database, networks, mathematics

Scientific diploma (2009 – 2013)

Programming introduction