

Ugo BELFIORE

Master 2 student at CNAM-ENJMIN, I am looking for a 6-month internship in Gameplay programming, starting in March 2019 in Montpellier.



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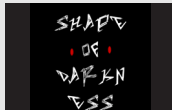
[linkedin](#)

Montpellier (France)

I am a hard-working programmer with good **pedagogical** skills who love working with Artists, Game Designers, and other programmers, thanks to my **empathy** and my sensitivity to art and game design. I can do **quick prototyping** to get the "feel" of what the GDs imagine, therefore highlight the strenght and weakness of the ideas, and iterate with the team. I am **pro-active** and **autonomous**, I work with open mind, and produce good iteratives results.

I am aware of the scope of a given game, as well as the problems of its production. I can estimate well my **work time** for a feature. For the technical aspect, I am currently specialized to **Unity, C#**, and I have a solid base in **C** and **C++**

Experiences and Projects



Oct 2018
4 Months

[EKKO](#) (Angoulême) - M2 student project, Unity C#
First Person 3D Horror game



Jun 2018
3 Months

[INCENTI STUDIO](#) (Malta) - Ethereum blockchain game, Unity C#
I succesfully worked on the gameplay programming of the game



Jan 2018
3 months

[BACK HOME](#) (Angoulême) - M1 student project, Unity C#
Created a platformer Coop physics game, where 2 players are connected by a physics rope



April 2018
48 hours

[SQUIRREL](#) (Quebec) - Pixel Challenge 2018
Our team (5 graphist and myself) earn the Honourable Mention in student Video Games section



Jan 2017
1 year

[UNDER](#) (Montpellier) - Indie game project, Unity C#
My first indie game, directing a team of 4 friends (Artist & 3D designer) during one year



Nov 2016
3 months
3 days

[ECDC](#) (Montpellier) - Project leader C# for Museum
- Project leadership of 7 person working with Unity for the faculty Paul Valéry Montpellier
- Management of the organization of a gamejam (+50 contestants)



Jun 2015
2 weeks

[E-ARTSUP](#) (Montpellier) - Game design teacher
Lecturer of Game Design at E-artsup school and network administrator



Jun 2013
6 months

[LAOVILAND](#) (Montpellier) - Artistic tools, Front/Back end
Creation of web artistic tools connected to C++ software

Education

2017 - Today
2015 - 2017
2014

CNAM enjmin - [Master Degree](#) in programing (Angoulême, France)
EPITECH - [Bachelor IT](#) computer science (Montpellier, France)
High school diploma in sciences - Lycée Joffre (Montpellier, France)

Skills

[Unity, C#](#)

I can create a game from scratch: 3C, hierarchy, gameloop, micro and macro gameplay. Taking care of technical issues and being creative at the same time

[C, C++](#)

I have spent 3 years at Epitech learning and I have made several student projects

[English](#)

Fluent in technical English for writing and reading ([TOEIC 775](#))

[Web Back/Front](#)

I have enought knowledge in HTML/CSS/JS/PHP/SQL for create web site, manage database and link everything to a video game if needed

Miscellaneous

[GameJam](#)

I do a lot of Jam and side projects in my free time for improving and practicing

[Unix System](#)

Comfortable with Unix, and terminal

[Drawing](#)

I like to draw sometime with pencil

References

[INCENTI:](#)

Maxime Beynet - CEO

[E-ARTSUP:](#)

Alain rémy - Director

[ECDC:](#)

Salim Zein - CEO