

Ugo BELFIORE

student in master I at the university the CNAM Enjmin in programing
Avid video game creator and self-employed independant



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Skilled in Programming (C, C++, OOP, C#) and game creation, today I wish to start my career in the video game industry as Gameplay Programmer

What am I doing ?

I'm a self-employed independant while i'm studing programmation and gameplay programming at CNAM enjmin. I do some Web developpement, 3d applications for University, and games for myself or Game studios.

Experience and Projects

	April 2018	SQUIRREL - Pixel Challenge 2018 We win the Honourable Mention in student Video Games section
	Jan 2017- 2018	UNDER - Indie game project My first indie game, I lead a team of 2 friend (Graphist & 3D designer) durring one year
	Nov 2016	ECDC - Animator, project leader - Project leadership of 7 person working with Unity for the faculty Paul Valéry Montpellier - Management of the organization of a gamejam (+50 contestant)
	June 2015	E-ARTSUP - Game design teacher part-time lecturer of Game Design at E-artsup school and network administrator
	June 2013	LAOVILAND (34) - artistic tools Creation of web artistic tools connected to C++ software

Education

2017 - Today	CNAM enjmin - Master I programing (Angoulême, France)
2015 - 2017	EPITECH - Bachelor IT computer science (Montpellier, France)
2014	High school diploma in sciences - Lycée Joffre -(Montpellier, France)

Compétences (clic to see hyperlink)

<h3>Programming</h3> <p>★★★★★</p>	<h3>Software</h3> <p>★★★★★</p>	<h3>Miscellaneous</h3>
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<h3>Drawing</h3>	<h3>Pixel Art</h3>	<h3>Personal culture</h3>	<h3>Creation of video games</h3>
<h2>Reference</h2> <p>E-ARTSUP: Alain rémy - Director of Eartsup ECDC: Salim Zein - CEO in ECDC association KAWENGA: Patrice Cervellin - teacher</p>			