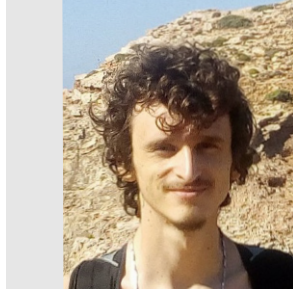# Ugo BELFIORE

Master 2 graduated student from ENJMIN, I'm looking for contracts as a freelancer in Gameplay and Tools Programming

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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

March 2019
6 Months
Féérik Games (Montpellier) - GamePlay & Tools Programming, C#
I have been involved in the creation of 3 mobile games (one out) and a portage, and also a lot of tools that helped the production pipeline.

Oct 2018
4 Months
EKKO (Angoulême) - M2 student project, Unity C#
First Person 3D Horror game

Jun 2018
3 Months
INCENTI STUDIO (Malta) - Etherium blockchain game, Unity C#
I worked on the gameplay programming of an etherium blockchain 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 Honourable Mention
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 - 2019 CNAM enjmin - **Master Degree** in programing (Angoulême, France)
2015 - 2017 EPITECH - **Bachelor IT** computer science (Montpellier, France)
2014 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, being creative and manage integration of SD & Graphists.

C, C++
I have spent 3 years as student learning C and C++, with a lot of projects made. Theses low-level language are my ground base of programmation.

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

Drawing
I like to draw with pencil

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

Unix System
Comfortable with Unix, and terminal

References
FEERIK: Frederik Marcus - President
INCENTI: Maxime Beynet - CEO
E-ARTSUP: Alain rémy - Director
ECDC: Salim Zein - CEO