










Antoine Gargasson

Programmer




Infos

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35150 Essé (France)
-  Driving license
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Languages

- French 
- English 
- German 

Activities

-  Video games prototyping
-  Electronic
-  DIY / gardening

Education

- Game Programming & Management diploma** 2014 - 2017
SupInfoGame Rubika, Valenciennes
- BTEC Higher National Diploma in computer science** 2012 - 2014
IUT de Vannes, Vannes

Professional Experience

- Engine & Tool Programmer** 2021 - présent
Starbreeze, Stockholm
Creating and Improving tools for the compagny in C++, C#, Python.
Improving engine side of the game on Unreal Engine 4.
- Gameplay Programmer on Blade & Sorcery** 2020 - 2021
Warpfrog, Nantes
Improvement of existing features to make the game running smooth in VR and to make it moddable by the community. Adding of new features of gameplay, sounds and tools. Optimisation of the code for the virtual reality on Unity.
- Game Programmer in R&D** 2017 - 2020
Ubisoft, Paris
Making of different prototypes with different clients and objectives for each of them. Prototyping of games in virtual reality for educational purposes. Coding of prototypes in C# and C++ that use special features or constraints in different game engines (Unity, Unreal Engine 4, Snowdrop).
- Game Programmer on Cargo** 2016 - 2017
SupInfoGame Rubika, Valenciennes
Making of a game in C++ on Unreal Engine 4. Coding of the main features and adding networking to the game. Management of the programming team for the planning and decisions.
- Gameplay Programmer & Manager on Who Must Die** 2016 - 2017
White Chamber, Valenciennes
Coding of main features of the game on Unreal Engine 4, decisions about the direction of the production, adding of Steam fonctionnalités, management of the team and communication with the editor.
- Gameplay Programmer intern on La Péri and A Fisherman Tale** 2016 - 2016
InnerSpace VR, Paris
Adding of Steam fonctionnalités, optimisation of the code to support virtual reality, adding of new features. Creation of a prototype for a new production. Mix of Unity and Unreal Engine 4

Skills

- Unreal Engine 4, Unity
- C++, C#, Python
- HTML, PHP, XML, MySQL
- Versionning (Git, Perforce)