

GARCIA Gabriel

Student in gameplay programming

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EXPERIENCE

Student Projects :

Town Runner

c++ project in our own engine - *gameplay and tool programmer*

Orbital Rush

Unreal engine 4 - class project at the end of the third year - *gameplay and UI programmer*

Personal Projects :

Death Below

Unreal engine 4 - third person shooter - *gameplay and AI programmer, game design*

Surveille

Unreal engine 4 - multiplayer asymmetric game - *gameplay and network programmer*

EDUCATION

ArtFx, Montpellier — *Gameplay Programmer*

September 2019

Expected graduation in June 2022

I.U.T., Montpellier — *D.U.T. in computer science and gestion*

September 2017 - June 2019

Technical degree in computer science.

WORK EXPERIENCE

Emersya, Montpellier — *Intern*

April 2019 - June 2019

I worked on a web tool project and on UI Programming.

SKILLS

Language :

C++

C #

Web languages (Javascript Python php
html css)

Engine :

Unreal Engine 4

Unity

HOBBIES

Video Games - Civilization 6, Divinity
Original Sin II

Tabletop RPG - Dungeons and Dragons 5

History and myth - especially greek
mythology

LANGUAGES

English - Advanced

French - Native