

Louve HURLANTE

Gameplay Programmer

Game Design **Master 2** from Rubika **SUPINFOGAME**, with previous experience at **SLOCLAP**, **Ubisoft**, with skills in networking & replication.

My greatest strength is **versatility** – always adapting to new systems, technologies, languages, environments. And always up to try new ideas!

Looking for an job starting from April 2021

SKILLS

Engines	Unity – Expert (12 projects and counting) Unreal Engine 4 (C++ & BP) – Familiar with (4 projects) LÖVE2D, GameMaker Studio (20+ projects combined)
Programming languages	C# (Unity, .NET Core, .NET Framework, ASP.NET) UE4 C++ and Blueprint JavaScript, Node (Frontend & Backend) Lua, Python, PHP, HTML+CSS, Pug, GML, SH/bash C++17, ASMx86
Game design	Rational game and level design via metric setups, spreadsheets, and design abstraction Design formalization with mockups, prototypes and technical-friendly indications for the programming teams
Software	Git (bash, SourceTree), SVN (Tortoise) Confluence, MSOffice, LibreOffice, Jira, ClickUp, Mantis, Blender, Photoshop, InDesign IDEs : Visual Studio, IntelliJ, Qt Creator, PyCharm, Np++

WORK EXPERIENCE

Since 2021	Gameplay Programmer at SLOCLAP (Paris, France) <ul style="list-style-type: none">- Laid the initial groundwork for a new multiplayer project- Heavy work with the Gameplay Ability System and UE4++- Learnt UE-style network & gamestate management
2020	Game Programmer Intern at CCCP (Tourcoing, France) <ul style="list-style-type: none">- Contributed to the game's codebase for 3 months- Worked on encryption, made several tools, bugfixes- Learnt to use Clickup & Mantis bug tracker
2019	Game Designer Intern at Ubisoft Private Ltd (Pune, India)
2015-20	Game Design Master 2 at Rubika SUPINFOGAME
2017-19	COMCYBER French Land Army Reservist

PERSONAL INFO

Address

Paris 75020, France

Open to relocation

Email

rackover@live.fr

LinkedIn

[in/rackover/](https://www.linkedin.com/in/rackover/)

LANGUAGES

English – Fluent

French – Native language

PORTFOLIO

portfolio.louve.systems/

OTHER PROJECTS

Reverse engineering as part of a game modding research project ([XLabs](#))

HOBBIES

Guitar player, music composer

Game console modding and reverse engineering

Cinema and film enthusiast

INTERESTS

Realtime **strategy games** (Supcom, Age of Empires, C&C)

Fast **FPSs** (ShootMania, Unreal Tournament, Quake, Xonotic)

Rap & Hip hop (IAM, Fort Minor)

Tabletop RPGs (Dark World, Paranoia, 12 candles, DnD 5)