Steve Delgrange

5th year Game Programming student at RUBIKA
Looking for a 6 month internship starting in July 2019

about me

Gommegnies, France

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languages

French : native speaker
English : working proficiency

programming

C#
C, C++
Qt
Java
Python
Shader
LUA

game engines

Unity3D

versioning tool

Sourcetree
GitKraken

other tools

VRTK
SteamVR
Blender
Gimp

interests

Chinese light novels (Coiling Dragon, Stellar Transformation)
MMORPG (WoW, Dofus)
RTS (Starcraft 2)
RPG (Dragon Quest 8, Kingdom Heart 2)
Metroid series, Zelda series
Speedrunning

Profile

Autonomous, serious, calm and a quick learner. As a 5th year student at RUBIKA, **I am looking for a 6 month internship in Gameplay Programming, starting in July 2019**. I am particularly interested in developing the architectures and also by the usage of innovative technologies.

Experience

7/2018 - 9/2018 — **Clan Latria, Bastia** — Internship
Gameplay developer, *development on Winterfall. Created by Mister Fab Mariani, Clan Latria is a new company in the video game world. It is full of ambition and wants to make things in big.*

4/2017 - 7/2017 — **Play Research Lab, Serre Numérique, Valenciennes** — Internship
Software developer, *developed Raspberry Pi 2 API. Created by the CCi Grand-Hainaut, the PLR is a R&D cell dedicated to ludology which is between both industrial and academic world.*

4/2016 - 8/2016 — **Surgiris, Croix** — Internship and fixed-term employee
Software developer, *developed SAM. Surgiris has designed manufactured and marketed surgical lights, distribution columns and ceiling pendants for operating theatres.*

Education

2017–present — **Master's Degree in Game Programming & Management** — RUBIKA, France
2016–2017 — **Bachelor's Degree of Computer Science** — IUT of Valenciennes, ISTV, France
2014–2016 — **DUT of Computer Science** — IUT of Valenciennes, Antenna of Maubeuge, France

Accomplishments

4/2018 - present — **Make The Hero** — Youtube
Unity3D developer and used VRTK. I'm at the origin of the project but I focus on programming. 5th year project at RUBIKA with me, 2 artists and 3 designers. VR solo game mixing RPG and God-game where the player crafts items for a little hero to fight against demons.

7/2018 - 9/2018 — **Winterfall** — Site
Unity3D developer. I worked on the player's movement, the RPG stats and the inventory system. Project in my internship at Clan Latria. The game is a mix between Open-World Action-RPG and Town Management.

10/2017 - 2/2018 — **Cop Academy** — Steam
Unity3D developer and used SteamVR. I made half of the mini-games and a part of the macro. Project at RUBIKA with me, another game programmer and 3 game designers in **5 months**. VR Party Game as cops, available on Steam for free.

4/2017 - 7/2017 — **Raspberry Pi 2 API** — Site
Java developer for the distant computer API and Python developer for the API on the Raspberry Pi (Raspbian). API enabling the use of a Raspberry Pi 2 from a distant computer via wifi.