Jérôme Bretheau - Gameplay programmer

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Objective

Currently studying Game Design at **Supinfogame** Valenciennes, my objective is to become a talented **Gameplay programmer**, using my creativity, ingenuity and ambition to participate to great projects. I am currently looking for an **internship** as a Game Designer, Level Designer or Gameplay Programmer for **summer 2014**.

Education

2013-2015	**Master degree** in **Game design** & **Management** - Supinfogame RUBIKA
	Classes about Game & Level design, Game design documents, Ergonomics, Psychology of players, Gameplay Loops, Management, Prototyping.
2013	3-year degree in **Networks and Databases** Administration - IUT du Limousin
	Classes about Servers management, programming, Databases & Networks administration. **3-month Internship** in Web development.
2012	2-year degree in **Computer Sciences** - IUT du Limousin
	Classes about Unix, C, C++, Java, Merise, UML, Cobol. **2-month Internship** in Web development.
2010	Equivalent A level diploma - Lycée Raoul Dautry

Experiences

June - August 2013   **Invoicing application development internship** at Reactivpub (Limoges, France)

As an intern at Reactivpub, I was charged with developing an **invoicing tool for the company**.
It involved PHP, SQL and the CreativFramework, close to Zend Framework.
I **succeeded** in my tasks and **my application is now used** in the enterprise.

June - August 2013   **Web developer internship** at CelsiusMEDIA (Sydney, Australia)

As a web developer intern I had to **develop, fix or update commercial websites** using CMS like **Magento** or **Wordpress**.
I mostly used PHP, Html and CSS, and learned to use **Paypal** and **Securepay** APIs.
Some of the websites I worked on are fireworksrus.com.au, hotskies.com.au, and drnikkigoldstein.com.au.

Student projects

December 2013   **Au boulot Matelot !** - Student project

ABM is a student project I worked on for an intensive week at Supinfogame.
In a **team** of 8 students from the Game Design, Game Art and Game Programming courses, we developed a declinable game for children for the video games enterprise 3D Duo.
It works **on Android or Apple tablets** and is based on its **gyroscope**.
I was the programmer in charge of the project, and contributed in making our **prototype** receive the **highest grade** of the class.

December 2013   **How Teemo saved Christmas** - Personal fangame

I wanted to make a **fangame** including characters from the game League of Legends for Christmas. I had a lot of available options, but I chose Teemo as the main character, because he's one of the favorites of the community.
The gameplay is really basic; the goal is to make the League of Legends players play HTSC **while waiting** for their friends to play LoL.
The game was made in **under 10 hours**, as some kind of a jam game.

Skills

Game Design: Game Design Documents, Quest Design, Technical Documents, Game concepts.
Level Design: Roguelike, TPS, 2D & 3D platformer.

PHP/Html/CSS	-	Very good	Unity3D	-	Really good
Java/C/C++	-	Good	Databases/UML	-	Good
Character design	-	Rookie	Management	-	Rookie

Interests

All kind of **creation** : drawing, painting, game design, 3D modeling, sewing, smithing...
Webcomics : Homestuck, Gunnerkrigg Court, Ava's Demon, etc.
MMO games : TF2, WoW, Wakfu, LoL.