

# ALLAN BOULOGNE



Meaux - France



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<http://allanboulogne.fr>

## SKILLS

### Programming

C# UE4 Blueprints Haxe ActionScript 3  
C++ JavaScript CSS HTML

### Software

Unity Unreal Engine 4 Perforce Git SVN  
Engines Versioning  
Visual Studio Atom FlashDevelop Rider  
IDEs  
Photoshop Illustrator Animate Maya  
Design  
PowerPoint Excel Word Asana Trello  
Office Management

### Game Design

Game Design Level Design UI UX

### Social

Team Work Communication Creativity  
Adaptability Persuasion SCRUM

## LANGUAGES

French : native  
English : advanced level  
Spanish : elementary level  
Japanese : basic working knowledge

## HOBBIES



RPG



Reading



Mountain



Video Game



Horror



Penguins



Dog Training

# Gameplay Programmer

## EXPERIENCE

### Professional

#### Gameplay Programmer - Virtual Room

2022 - 2024

##### - Astérix : Mission Potion ! (VR, UE4, Multiplayer)

Development of various game features.

Worked with game artists and sound designers to integrate their works.

Updated the game with debugging and improvements based on feedback from players and game masters.

##### - Planet Party (VR, UE4, Multiplayer)

Updated the multiplayer system of previous games to handle sessions up to 16 players.

Worked with my lead developer to manage the team, tasks, and reviews. Development of various game features.

##### - Arrow Dash (Oculus Quest 2, Unity, Multiplayer)

Development of various game features such as the playzone setup, UI, archery gameplay, player calibration.

##### - Are We Dead (VR, UE4, Multiplayer)

Fixed different crashes.

##### - Time Travel : Mission 1 (VR, UE4, Multiplayer)

Debugged and improved gameplay parts.

#### Gameplay Programmer - Red Rare Studio

2021 - 2022

##### - Metal Up (Mobile, Unity)

#### Gameplay Programmer - Ducky Games

2020

Developed Hyper-Casual games for Android using Unity.

#### Gameplay Programmer - Pinpin Team

2019 - 2020

Developed Hyper-Casual games for Android using Unity.

### Student

#### - RE:Compressor (PS4, PC, UE4)

2020 - 2021

Developed different features of the games such as the UI, scoring, camera, and participated in the game design of the car.

### Other

#### Medical Game Jam : First Prize

2019

Gameplay Programmer

##### - King Of Trial (Mobile, Unity)

A serious game about clinical trials

## EDUCATION

#### Master's Game Design & Programming

2017 - 2021

Isart Digital, School of video games and animation 3D-FX

#### High School Diploma, Scientific

2013 - 2016

High School Guillaume Apollinaire