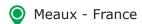
## ALLAN BOULOGNE



+33 6 64 75 01 19

in http://linkedin.com/in/allan-boulogne/

http://allanboulogne.fr

#### -SKILLS-

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

# Visual Studio Atom FlashDevelop Rider Photoshop Illustrator Animate Maya

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









### **Gameplay Programmer**

#### — EXPERIENCE —

#### **Professional**

Gameplay Programmer - Virtual Room

2022 - 2024

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

Develoment 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. Develoment of various game features.

- **Arrow Dash** (Oculus Quest 2, Unity, Multiplayer) Develoment of various game features such as the playzone setup, UI,

archery gameplay, player calibration.

**- Are We Dead** (VR, UE4, Multiplayer) Fixed differents 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** High School Guillaume Apollinaire

2013 - 2016