

BENJAMIN PELMOINE

2nd year Master's degree at ENJMIN
Game programming
Looking for opportunities starting
march 2018
Willing to relocate

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EDUCATION

2018 - Master's degree

Games & Digital Interactive Media Programming major

2nd year - Master's degree to be obtained in 2018
National School of Game & Digital Interactive
Media

Angoulême, FRANCE

Group projects, especially video games projects.
Learning about data optimization, C++, C#. I've been
using Unity 3D, Unreal Engine, 3DS Max and the Adobe
creative suite. Knowledge in every other major through
profesional's intervention.

2016 - Bachelor's degree

B.S. in Information Technology Obtained

University of Science and Technology of Nantes
Nantes, FRANCE

Learned about operational research, basics of
algorithms, data structures, computer architecture

2015 - BTEC Higher National Diploma Information Technology & Networks for the industry and technical services

Obtained

"L'Hyrôme" Highschool
Chemillé, FRANCE

Learned about network protocols, object oriented
programming, Linux security, encryption algorithm

INTERNSHIPS & EXPERIENCE

12/2017

2 weeks - AI development "Codebusters" personal project (C++)

- FSM : AI behaviour changing dynamically, shared
data pool and responsibilities.
- Developing a complex strategy trying to predict
other entities actions.
- Shared knowledge letting each entity know if any
other entity can do better at a same task at any given
time.

06-08/2017

3 months - Engine and 3D programming at CNAM-ENJMIN (research)

- C++: Refactoring VBO and game engine code to
implement new ways of representing molecules.
- GLSL: Creating shaders integrating some of the
suggested molecule representations.

04/2017

2 months - AI development "Starcraft" contest school project (C++)

- AI is divided in 3 sub categories: Economy,
Gathering, Strategy management.
- Economy handle ressources management,
Gathering, investing resources to maximise
incomes and Strategy manage entities and building
constructions and overall strategy.
- Entities are assigned a score for each task.

VIDEO GAMES EXPERIENCE

10/2017 - 03/2018

Illtide - Online cooperative Action-RPG, 3D Programmer (Unreal 4.18)

Vertical slice, 12 people group project

- Owner of the original pitch idea
- Participation in game universe's conceptualization
- Gameplay programming (Character controller,
Camera, AI, Network programming)
- Sound integration & programming
- UI programming

2016/2017/2018

48h to 2 month long game jams (Ludum dare,
ENJAM, school game projects, [Rednut](#))

02-06/2017

Déjeuner sur l'herbe - 2-player cooperative stealth action game, 3D Programmer (Unity 3D)

First year ENJMIN group project

- Participation in game universe's conceptualization
- Environment design from level design
- Gameplay programming (game states, AI)
- Sound integration & programming
- UI integration
- Menu & intro cinematic integration & programming
- Shader programming (Post process, FX, gameplay
related)

MISCELLANEOUS

- **My kind of video games:**
 - A-RPG** (The witcher, The elder scrolls)
 - Action Adventure** (Prey, Zelda)
 - FPRPG** (Borderland & Destiny)
 - Independent games** (Inside, Machinarium)
 - Survival** (Oxygen not included, The forest)
 - Strategy games** (Civilisation, Endless Legend)
 - First person shooter** (Halo, Insurgency)
 - Competitive games** (Counter Strike GO)
 - Hard games** (Darkest dungeon, Banished)
 - Puzzle games** (Portal, event[0])
- Passion for art and especially digital art. Regular practice of digital painting since 2012 ([portfolio](#)). I've been practicing a lot for the past years focusing on Concept art, Character design and Illustration. I sometime do freelance work.
- Former handball player and referee at a regional level (RC Doué Handball) - Practiced for 10 years.
- Amateur dubbing
- Driver license and vehicle

SKILLS

- **Languages (ordered by mastery):** C++, C#, Javascript, Node.js, C, Java, Lua
- **Unity 3D:** C#/JS Scripting, Tool creation, asset integration
- **Unreal Engine 4:** Blueprint/C++ coding, advanced materials
- **2D/3D Art:** Adobe creative suite, paint tool SAI, Blender
- **French:** *Mother tongue*
- **English:** *Full professional proficiency*
- **Spanish:** *Elementary proficiency*