

BENJAMIN PELMOINE

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

 + 33 6 47 56 56 92
 contact@b-pelmoine.com
 /b-pelmoine
 www.b-pelmoine.com

EDUCATION

2018 - Master's degree

Games & Digital Interactive Media Programming major

Master's degree to be obtained in 09/2018

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 professional'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

• since 03/2018

Gameplay and Graphic Programmer at [Frontwire Studios](#) (Game studio)

- Developing new gameplay features in collaboration with the design team
- Shader optimisation and conception
- Fast iteration over constantly player-tested content
- Working under tight deadlines (Technical demo)

• 03-08/2018

5 months - Unity programmer intern at [Crazy Dreamz](#) (Game studio)

- Producer of the mobile version of the game
- Improving User experience and retention rate
- Gathering data to identify and fix critical problems
- Improving the FTUE
- Fixing bugs from the PC version
- Communication with the playerbase in order to identify wanted fixes and features to prioritize sprint tasks

• 06-08/2017

3 months - Engine and 3D programming @[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.

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)

OTHER EXPERIENCES

- **03/2017**
1 month - AI versus fighting game
sole project (C++) UE4.19
 - Character controller integration
 - Parametric AI (Behaviour Tree)
 - UI Creation, Animation & integration
 - Anim frame-synced HitBoxes
 - Post process & shaders
 - Developer tools for tweaks and debugging
- **12/2017**
2 weeks - AI development "Codebusters"
sole project (C++) codingame
 - FSM : AI behaviour changing dynamically, shared data pool and responsibilities
 - Developing a complex strategy trying to predict opponent entities actions
 - Shared knowledge and master slave dependency for effective and autonomous decision making
- **04-06/2017**
2 months - AI development "Starcraft" contest
school project (C++)
 - Clustered responsibilities and knowledge
 - Master-Slave AI dependency
 - Score-motivated autonomous AI

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, AI, Shaders, UI, Integration
- **2D/3D Art:** Adobe creative suite, paint tool SAI, Blender
- **French:** *Mother tongue*
- **English:** *Full professional proficiency*
- **Spanish:** *Elementary proficiency*

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 with a regular practice of digital painting since 2012 ([portfolio](#)).
I've been focusing on Concept art, Character design and Illustration.
I sometimes do freelance work.
- I like to join game jams when I have the occasion
- Former handball player and referee at a regional level (RC Doué Handball) - Practiced for 10 years.
- Amateur dubbing
- Driver license and vehicle