

# MATTHEW ISIDORE

GAMEPLAY PROGRAMMER

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## EDUCATION

**2015 - 2020**

**EPITECH**

EPITECH Graduate Diploma in Information Technology

**2018 - 2019**

**HARBIN ENGINEERING UNIVERSITY (CHINE)**

**2015**

**A-LEVEL DEGREE**

With specialization in sciences

## EXPERIENCE

**09/2019 - 02/2020**

**SMART TALE GAMES**

Gameplay Programmer Intern

- Release of a PC/PS4/Switch game made with Unity
- Tools for Maya

**04/2018 - 08/2018**

**GAME TELLING STUDIO**

Gameplay Programmer Intern

- Release of two Android/IOS games made with Unity
- Android/IOS game prototype with Unity

**10/2017 - 03/2018**

**E-ARTSUP**

Scripting Assistant Unity 5 / Unreal Engine 4

- Teaching scripting to 2nd year students
- Followed Level Design and Game Design courses

## SKILLS

**PROGRAMMING:**

- C / C++ | Advanced
- C# | Advanced
- ShaderLab (HLSL) | Basic

**LANGUAGE:**

- French | Mother tongue
- English | Fluent
- Spanish | Intermediate
- Chinese | Basic

**SOFTWARES:**

- Unity 5 | Advanced
- Unreal Engine 4 | Basic

## GAMEJAMS

**2018:**

- Neon Game Jam #2
- Ubisoft Gacha
- Neon Game Jam #1
- Global Game Jam

**2017:**

- Game Jam 24h
- The 480 minutes