CONTACT

Address: Cours Lafayette, Lyon, Rhône-Alpes France

Cellphone: (+33) 6 37 66 48 03

mail: maxbrundev@gmail.com

Portfolio: Maxbrundev

Max Brun
GAME ENGINE | GAMEPLAY PROGRAMMER
&
GAME DESIGNER GRADUATED

MAX BRUN
GAME DESIGNER
JUNIOR DEVELOPER

Professional Experiences

Jully 2022 – Now | GAMELOFT – Paris
Gameplay Programmer RnD – Full Time
Support Optimization Programmer on Disney Dreamlight Valley

Unity Engine – C#

January 2020 – September 2021 | NVIZZIO CREATIONS Montreal
Gameplay Programmer – Full Time

Working on RollerCoaster Tycoon® Touch™
Unity Engine – C#

June – August 2020 | FLASH DIVE STUDIO – Montreal
Gameplay Programmer – Internship

Working on unreleased project
Unity Engine – C# / High-Level Shader Language (HLSL)

December 2018 – June 2019 | OVERLOAD ENGINE
3D Programmer

Creation of an Open Source Game Engine with Editor
C++ / OpenGL / OpenGL Shading Language (GLSL)

October 2015 – September 2016 | STUDIO STUDIO GAMES
Game Designer / Gameplay Programmer

Creation of a game development collective on side of the Game Design studies in order to reinforce our competences
Beware The Cube - 3D Platformer / Puzzle Game (PC)
Light'Venture - Runner / Puzzle Game (Android)
Unity Engine – C#

Education

2017 – 2019 | A.E.C Game Engine Programming
ISART DIGITAL MONTREAL – Montreal, Canada

Languages: C / C++ / C# / OpenGL Shading Language
API: SDL / SFML / OpenGL / GLFW / Freeglut / Bullet Physics, IrrKlang
Game Engine Architecture, Graphic Pipelines, Memory Management, Game Programming Patterns, Git, Gitflow, Mathematics - Linear Algebra, Unity Engine, Unreal Engine

2014 – 2017 | Bachelor's degree Game Design
BELLECOUR ECOLE – Lyon, France

Rational Game Design, Economic Game Design, Level Design, Project Management, Interactive Story Telling, Critical Analysis, Computer Graphics, Prototyping with middleware (Unity, Unreal, UDK), Film Studies

2011 – 2014 | Technical Baccalaureate Commerce / Business (Pass 60%)
SAINTE GENEVIEVE – Chambery, Rhone-Alpes, France

Marketing, Management, Economics, Law, Communication / Public Relations, Sales, French Expression, Geography, History, English

Languages:
French – Mother tongue
English – Fluent / Professional

Skills

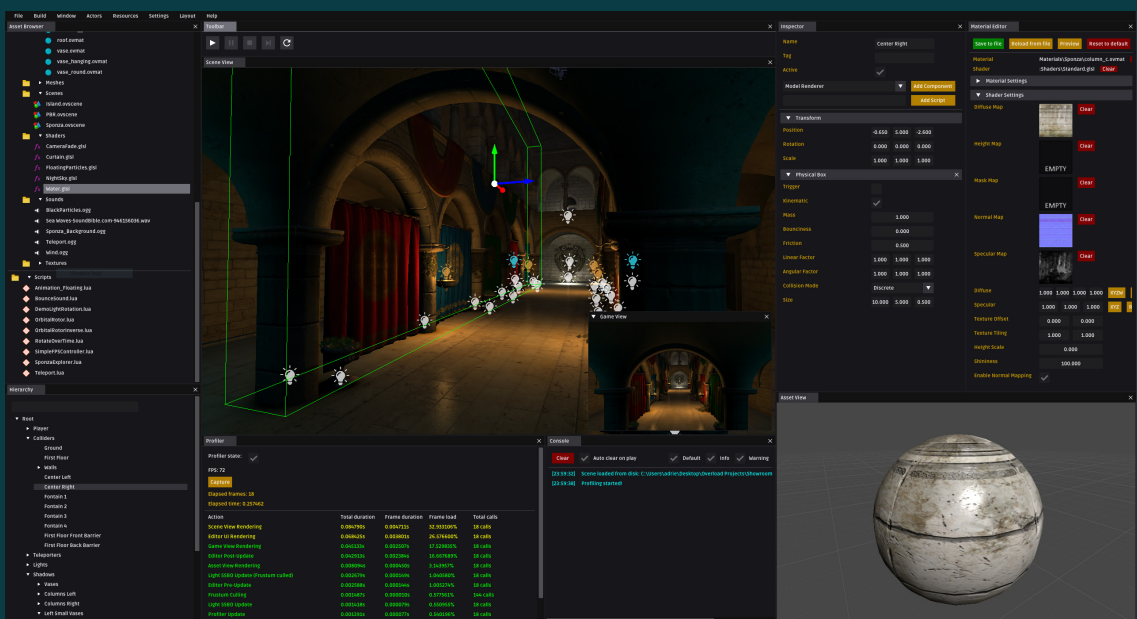| Programming Languages:	Game Engines:	Version Control Software:	LiveOps Back-end Services:
C	Unity Engine	Git	Azure PlayFab
C++	Unreal Engine	GitKraken	**Project Management:**
C#		Perfoce / Helix Core Streams	Jira

Disney Dreamlight Valley
Role: Optimization Programmer Switch / Mobile

RollerCoaster Tycoon® Touch™ – Mobile Game
Role: Gameplay Programmer

OVERLOAD ENGINE – C++ GAME ENGINE WITH EDITOR
Main Role: 3D Programmer