

Baptiste Moreau

Game Programmer

Work-study or 6-month internship



CONTACT

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EMAIL

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LOCATION

Paris · open to relocation

PORTFOLIO

baptistemoreau.games

LINKEDIN

linkedin.com/in/baptiste-moreau-games

SKILLS

ENGINES

Unity

Unreal Engine

Godot

Construct

LANGUAGES

C#

C++

Python

GScript

Java

JavaScript

GAME PROGRAMMING

Character controller

State machine

Game loop

Scene manager

Cinemachine

New Input System

Local multiplayer

TOOLS

Git / GitHub

Helix Core

Rider

Blender

FMOD

Photoshop

Illustrator

Notion

Trello

SPOKEN LANGUAGES

French · native

English · fluent

Spanish · intermediate

INTERESTS

League of Legends · Diamond

Guitar · 4 years, concerts

Kingdom Hearts series

New technologies

Game programmer in a Master's program at ICAN, with a **DLC released on Steam** (Sol Brothers) and **two years of software development at CEA**. Focused on gameplay in Unity with C#: character controllers, custom physics, game feel, local multiplayer and level design.

PROFESSIONAL EXPERIENCE

Game Programmer & Level Designer — 2-month internship

2026

Sol Brothers · **Maseylia: Echoes of the Past**, DLC

RELEASED ON STEAM

Unity · C# · Blender

- **Gameplay programming in C#**: prototyped and added new playable mechanics for the character (3D platformer).
- **Level design** of 6 levels combining the game's core mechanics with the DLC's new ones.
- **Research, iteration and documentation** of the new mechanics.

Software Developer — Work-study

2020 – 2022

CEA, French Atomic Energy Commission

Python · Java · Linux

- **Development and updates** of research software, including accessibility.
- **Software migration** from Python 2 to Python 3.
- **Wrote requirements** and technical specifications; liaison between scientific and IT teams.
- **Created training materials** on technical software (including Linux).

Instructor — Introduction to Arduino

2024

Amasco

Arduino

Led introductory workshops on Arduino and programming for teenagers aged 13 to 16.

PROJECTS (ICAN)

2022 – 2025

Deep Dive Repair

Gameplay Programmer · Game Designer

Two-player co-op game on a single screen

Unity · C# · New Input System

- **Character controller** built with Unity's New Input System.
- **Custom physics**: tuned jump, coyote time, jump buffering, per-character gravity, teammate throw.
- **7 mini-games** triggered by where the players stand (zone-based).
- Intro dialogue, win and lose conditions, local best-time save.

Blitz Ball

Gameplay Programmer · Game Designer

Competitive air hockey, local multiplayer for 1 to 4 players

Unity · C#

- **Controller pairing** and mid-game disconnections.
- **Game State Machine** and **Level Manager** (container scene).
- **Game feel** (screenshake, ball trail, confetti) and level design of 3 arenas.

Kebab Simulator

Gameplay Programmer · Game Designer

Alternative-controller game

SHOWN AT THE CITÉ DES SCIENCES

Unity · C#

Simulation of a restaurant production line, played with alternative controllers that recreate professional tools.

LAN multiplayer FPS

Personal project

Solo project

Unreal Engine · C++ · Blueprint

Explored Unreal's networking components through an FPS played on a local network server.

EDUCATION

Master in Game Programming · ICAN, Paris

2026 – 2027

Bachelor in Game Design · ICAN, Paris

2022 – 2025

BTS SIO, 2-year IT degree · Ensemble Sainte-Marie, Joinville-le-Pont

2020 – 2022

BAFA, youth leader certificate · course and practical training completed

2023