Leo Chabert Gameplay programmer



Recently graduated from a dual Master degree in video game programming and management of IT projects & Big Data, I'd like to work in the video game industry.



Baccalaureate - Video game design major



👾 Canada / Québec 🌞 🤹

- University of Quebec at Chicoutimi (UQAC) CANADA
- University of Clermont Auvergne (UCA) FRANCE

Technical University diploma (DUT) in computer science 2017 - 2019 :

IUT Clermont Auvergne, Le Puy en Velay (UCA) - FRANCE

Contact



Worldwide

Cellphone : +33 (0)6 02 24 49 68

Email : leochabert@free.fr

Website : http://leochabert.com

Skills & expertise

Programming :

C++/C#

Game engine :

Unreal / Unity Tech Art :

Substance Painter & Designer 3D Modelling

Project management:

Perforce / SVN / GitHub Trello / Jira / SCRUM

Foreign Langages

French : Native English : Intermediate TOIEC Score 830 Spanish : Basic Chineses : Basic Japanese : Basic

Intrests

Arts : **Digital Drawing** Traditional Drawing Hobby : Video games / Mangas Listening to music

WORK EXPERIENCE

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