# 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

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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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