

# Sébastien Gonet

## Gameplay Programmer

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📍 Carrières-sous-poissy, France

### SKILLS

#### Programming

C#, C++

#### Engine

Unity, Unreal

#### Software

Visual Studio, Git, Perforce, Fork

#### Language

French (Native), English (C1)

### EDUCATION

#### Master's degree in gameplay programming, Isart Digital

2019 – 2023 | Paris, France

School of Video Games & 3D Film.

### INTERESTS

**Video Game** (Multiplayer / Coop Game)

**Drone FPV** (Video Filming)

**Bike** (Road Trip)

### PROFESSIONAL EXPERIENCE

#### 3D Programmer, Tkorp

2022 April – 2023 August | Pairs, France

Creation of the UI and Backend of the application "Evasion" (VR and Mobile version) and 2 VR Multiplayer games.

- UI
- Network
- File Management

### PROJECTS

#### Evasion, Unity, C#

2022 April – 2023 August

VR and Mobile applications where a tablet controls the content currently playing in the VR Headset.

- UI
- Network
- File Management / Download Management
- API Calls

#### Sikaria, Unreal, C++, Blueprint

2022 September – 2023 June

4-player multiplayer game where the player plays a god who needs to eliminate the target without being surprised by other players.

- Gameplay
- Gamefeel

#### Mawiri, Unreal, Blueprint

2022 March – 2022 June

RPG Game where the player defends is city from a pirate attack.

- Combat Gameplay
- Gamefeel

#### AEGIS4, Unreal, Blueprint

2022 January – 2022 March

A narrative game where the player plays as a spatial station commandant who needs to make decisions in order to protect the earth.

- Gameplay
- Game Design
- Narrative Design
- Gamefeel