

PROFILE

Precociously oriented towards mechanics, bodywork and car painting, I spent 7 years in a semi-professional environment that didn't satisfy my ambition and my taste for reflection. As a result, I reoriented myself in an environment that fulfilled me. As a fan of online pc games, the reflexion and logic that I found in these games fitted in perfectly with what a programmer's job requires, and I immediately liked it as i started my studies.

At 26 years old, I've become the proud father of a little girl born in October 2023, who makes me want to push myself even harder.

SKILLS

LANGUAGE



SOFTWARE



FIND ME & PORTFOLIO



LANGUAGES

- French (native)
- Fluent and professional English
- Learning German

INTERESTS

- Arts and popular science, interest in AI development, LLM, neural network systems, machine learning, deep learning, VR, procedural generation.
- Video games and their development (CIG, Riot Games, IMC, Gaijin, Grinding Gear Games)
- Travels: Spain, Iceland, England, Tunisia, Greece, Belgium, Italy, Germany, Florida

CONTACT ME

thomas.boulanger.auditeur@lecnam.net

THOMAS BOULANGER

STUDENT VIDEO GAMES PROGRAMMING

PROFESSIONAL EXPERIENCE & PROJECTS

Second year's Master project | oct 2023 - feb 2024

Development of the game **Shokh**, a third-person parkour fast-paced game.

I was one of the three dev on this project of ten students. I was able to code aspects of game logic such as a **checkpoint** system, a **dynamic camera** in relation to the player's speed as well as **heatmap** and **data collection** and analysis systems for playtesting.

Writing of a master's thesis | jul 2023 - sep 2023

Writing of *Optimization Techniques for Enhanced Performance in Unity* thesis where I explored several ways to optimize fps and overall performance of Unity project.

First year's Master project | mar 2022 - jun 2023

Development of the game **AAAAaaAh**, a coop couch game from 2 to 4 players.

I was the only developer on this 4 months project, I had to code all the architecture as well as all the logic of the game and the systems.

The game was using a character controller halfway between **Physics** and **Animator** that make it very juicy to play and handle.

Exkee, Video Games Development Studio | Jul 2020 - aug 2020

Creation of the **Exkee.com** website using WordPress.

Creation of the mobile video game **Poker Run**.

Carrosserie Du Garlaban | oct 2017 - jul 2019

Bodywork and painting on all car models.

First prize at the **45th Olympiades des Métiers**, "Sheet metal and bodywork" category.

Carrosserie LE MILANO | sep 2016 - jul 2017

Bodywork and mechanical work on classic, sports and luxury cars.

Delivery of vehicles to customers and responsible for administrative formalities.

RENAULT CATALAN | sep 2012 - aug 2016

Mechanical work on all type of vehicles.

EDUCATION

Master's degree in Video Games & Interactive Media, Programmation specialization at Cnam Enjmin Angoulême | 2022 - 2024

Concepts covered: **OpenGL** | **Pixel/Fragment Shader** | **Engine Programmation** | **Wave Function Collapse (WFC)** | **Procedural Generation** | **Arduino Programming** | **World generation**.

3 year diploma in video game programming & game design at Esa Games Carpentras | 2019 - 2022

Concepts covered: **Dijkstra** | **A*** | **Procedural generation** | **Save** | **Command Pattern** | **Events** | **Network** | **Binary Space Partitioning** | **Finite State Machine (FSM)** | **Behavior Tree** | **MinMaxing**.

CQP Car Bodywork & Car Painter | 2017 - 2019

NVQ Car Bodywork | 2016 - 2017

BTEC Motor vehicle maintenance (with honours) | 2014 - 2016

NVQ Motor vehicle maintenance | 2012 - 2014