

# Félix Pinchon

## Tool Programmer

(+33) 650 490 727  
[felix.pinchon@gmail.com](mailto:felix.pinchon@gmail.com)

LinkedIn: </in/felix-pinchon/>  
Portfolio: [fpinchon.github.io](https://fpinchon.github.io)

Passionate, dynamic and autonomous game developer student  
looking for a 6-month internship starting July 1st 2019

Valenciennes, FRANCE  
Open to relocation

### Programming languages

- C#
- Lua
- C++
- Java
- Perl
- Javascript
- Sql
- Html / Css

### Engines

- Unity
- Unreal Engine
- GameMaker : Studio

### Other skills

- Git
- Microsoft Office
- Game Design

### Languages

- French (native)
- Anglais (intermediate)

### Hobbies

- Video games (**Hollow Knight**, Binding of Isaac)
- 9 year guitar experience
- Magic : The Gathering
- Travelling: Portugal, Scotland, Sicilia, Netherlands, Turkey...
- Mangas (**One Piece**, **Death Note**, Shingeki No Kyojin)

## PROFESSIONAL EXPERIENCE

### Tool Programmer (intern)

Twirlbound, Pine Breda, NETHERLANDS

June 2018 -  
September 2018

- Creation of various **debug tools**:
  - System to **unattach the camera** from the player, to **roam around** the world, and **teleport the player** to the current camera position
  - System to **spawn** at any moment **any item** in the game, and in any quantity
- Creation of a **tool to edit village areas**, allowing designers to quickly define **boxes** for the **different village tiers**.
- Editor window for **localisation**
- Editor window to set **surface types** (detection of wood, stone, water...) in order to play the right **vfx and sfx**

### Developer (intern)

Jaguar Network, Datacenter Marseille, FRANCE

February 2016 -  
May 2016

Creation of **Perl scripts**, SQL database and internet website to **automatically** reserve and renew **domain names** for the company

## EDUCATION

### Master's degree in video game programming

Rubika SupInfoGame Valenciennes, FRANCE

2016 - present

Right now in **5th and last year** in the programming section, I'm mainly studying:

- **Unity (C#, Tools, Mobile development, Shaders, VR/AR)**
- **Game design** (level design, puzzle design, balancing)

### Technical University Degree (Computer science)

Institute of Science and Technology Montpellier, FRANCE

2014 - 2016

- **Programming (Java, C)**
- **Database (Sql)**
- **UML**
- Web Development (Javascript, Html, Css, Php)
- Agile Development

### Scientific High School diploma

High School Marseille, FRANCE

2010 - 2013

## PROJECTS

### Student projects

Cagna Project Unity - 9 months (Graduation project)

Cagna Project is a **management game** taking place in trenches during World War 1. Creation of various **tools** (**splines**, editor windows, localisation...) and creation of various **gameplay systems**.

Benkei Unity - 5 months

Created a **tool** to quickly manage map layouts of this **metroidvania**.

The Emperor's Slide Unity - 10 days

**Mobile** game about penguins racing each other. Published on **Google Play**.

### Personal projects

Modding Binding of Isaac Lua - 2 months

Creation of a dozen of items with various effects, in **Lua**.

Modding Starcraft II Blueprints - 3 weeks

Creation of a "**Capture The Flag**" mod.