

Hugo QUITTON

Gameplay Engineer

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Owner of a french driver's license

SKILLS & OTHER

Technical Skills:

C# C++ Networking JavaScript Python SQL PHP

Tools and Software:

Visual Studio Git Unreal Engine Unity3D Jenkins

Languages:

French (Native) English (TOEIC 915/990)

WORK EXPERIENCE

VR Programmer at SocialDream

04/2024 – 11/2024 Valence, France

SocialDream creates immersive applications and videos for vulnerable individuals. I developed multiple Android applications for Oculus and Pico headsets, as well as Android tablets. These applications were built in C# using the Unity3D engine. I also enabled communication between applications on the headsets and an application on a tablet using the UDP protocol.

Network Gameplay Programmer

2022 – 2023 Lyon, France

Development of an auto-battler game using the Unity3D engine in C#. Implementation of multiple features working in P2P as well as with a master server. Robust and complex unit tests were created, including simulations of multiple clients, latency, and randomness.

Engine Programmer

03/2022 – 04/2022 Lyon, France

Creation of a graphics engine in C++ using DirectX12. This engine is based on objects and components. Subsequently, development of a rail shooter game with procedurally generated paths.

Programmation AI

10/2021 – 11/2021 Lyon, France

Development of AI designed to follow a path. The AI learning was achieved through reinforcement by awarding or deducting points. This was implemented in Unity3D using C#.

Web Application Programmer at STMicroelectronics

2020 – 2021

Grenoble, France

Development of intranet tools using PHP and JavaScript. Worked closely with the direct users of the tools I created to better understand and meet their needs. Designed and modeled a MySQL database.

ÉTUDES

Master of Science in Video Game Programming, Gaming Campus Lyon, France, 2021- 2023

Computer Science | Application designer and developer, EPSI Grenoble, France, 2018- 2021