

## Colin LE DUC

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I am a creative developer who love coding tools and hacking prototypes that will help projects moving forward. I'm looking for nice teams to collaborate with and from whom I can learn new things. Always trying to experiment with new techs and be as useful as possible for the teams I'm part of, I'd be happy to hear from you for internships or freelance works! :)

## Skills & Interests

Unity3D, C#, Python, SVN, Git, Photoshop, Houdini, Maya, Agile/SCRUM, Machine Learning

## Previous works

### **BlackPixel** • *Networking* (june 2017 - august 2017)

- Setup of a render farm to render 3D movies on 150+ computers
- Development of tools to manage network operations

## Game projects

### **Brownie Cove Express** • *Sole programmer* (march 2018 - ongoing)

- Point'n'click and narrative systems
- Statistics and data collecting from alpha testers
- In-game bug reporter

### **Anatana** • *Student project* (october 2017 - ongoing)

- Procedural mesh destruction
- Time travel system

### **Space Legacy** • *Student project* (october 2016 - june 2017)

- Procedural level generation
- Procedural lightmap integration (Unity 5.6)

## Game jams

- Ludum Dare (28,33,36,38,40)
- Global Game Jam (2014,2017)
- Self-hosted game jams + itch.io jams

## Education

- Creajeux programming degree • 2018
- High school diploma • 2014