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French (native)
English (B2)



Communication
Organisation
Rigour
Helping others
Curiosity



Animals
Astronomy
Sport

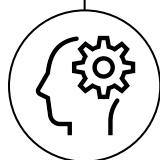


B driving licence

BASILE VIEU

Gameplay Programmer

Technical skills



Languages



Engines



Misc



Formation



Videos Games Programmer Licence - 2018 - 2021

Créajoux, l'École des Métiers du Jeu Vidéo - Nîmes

Experiences



Silent Sea - 2020 - Puzzle game - Créajoux

10 people - Unity/C# - 3 months

- Developing an object interaction and inspection system
- Designing immersive shaders

Acteon - 2021 - Hack'n Slash - Créajoux

9 people - Unreal/C++ - 3 months

- Building a modular loot system
- Creating enemy AI
- Implementing occlusion and disintegration shaders

F1 Mobile Racing - 2022 - Car racing - Eden Games

25 people - Unity/C# - 6 months

- Integrated car customization options into menus

Hot Lap Racing - 2023-2024 - Car racing - Zero Games Studios

20 people - Unity/C# - 18 months

- Integrating various UI elements and game modes
- Designing a trajectory visual aid using the track spline
- Creating settings and avatar customization menus