

Eric LEDUC



ericleducportfolio.com



Game Programming
& Management

Available for full time job opportunities



+336 01 05 08 03



e.leducpro@gmail.com



Linked in

EDUCATION

2020

MASTER'S DEGREE GAMEPLAY PROGRAMMING AND MANAGEMENT • SUPINFOGAME

- Master's in Game Programming and Management at Supinfo game

2015

UNITY CERTIFIED DEVELOPER

- Followed the online programming courses proposed by Unity

BACHELOR'S DEGREE IN GAME DESIGN AND MANAGEMENT • SUPINFOGAME

- Bachelor's in Game Design and Management at Supinfo game

2014

CAMBRIDGE FIRST CERTIFICATE

- Completed the « First Certificate of Cambridge », validating the C1 European level.

EXPERIENCE

Full Time • Gameplay Programmer • Magic Design Studios

2021 - Worked on a unannounced project for Magic Design Studios as a Gameplay Programmer. I used Unity and C# on a 2D rogue-like type project. After my internship the studio proposed a full time job to me.

Internship • Gameplay Programmer • Magic Design Studios

2020 - Worked on a unannounced project for Magic Design Studios as a Gameplay Programmer. I used Unity and C# on a 2D rogue-like type project.

Quality Assurance & feedback • Joan of Arc • Games-up

2019 - 3-month internship in the Games-up studio . We were working on Joan of Arc for a Asmodee Digital project . My mission was to fully test the campaign / battle editor. With the lead programmer, we defined a methodology to ease bug resolution for the programmers.

PROJECTS

2020

Gameplay Programming • Tough Kookie • Graduation Project

- Using Unreal Engine 4, I developed all the fighting features. I created a combo-based, fully customisable system with a database and custom window. I developed all combat features like parrying, dodging, etc.

2019

I also developed the different cameras of the game.

Gameplay Programming • God Cooking Planet • Project

2019 - Using Unity, I developed the core gameplay and many features of the game. I also created the tool base that the game designer used.

2019

Handled the camera scripting.

Created some FX and Shader scripting for the polishing part.

Network Programming • DIG HERE • Project

2018 - Project submitted to the Microsoft Imagine Cup. I handled all online and networking parts, using Unity. I also coded core gameplay using a system of online servers.

2018

Gameplay Programming • Sailorz • Project

2018 - Created a game with an alternative controller. I handled all electrical input systems and links between the input and the game, using Unity and Joytokey.

2018

Gameplay Programming • Bayou • Project

2016 - Handled all the core programming and the game mechanics. I created a combat system and a dialog system for a 2D zelda-like game, using Game-Maker and its language, GML.

2016

Game Design • Ha'Garta • Project

2015 - Boardgame created with the objective of getting published by an editor. I was selected for the «International boardgame festival of Cannes» as a young creator and participated in multiple specialized conventions to present my game to the public.

2015

ACTIVITIES

Volunteering : President of the E-sport association of my school for 2 years.
Animator at multiple seasonal events and events with different museums.

Sports : 5 years in a handball club / 3 years in a football club / 4 years in a table tennis club

Music : 12 years - trumpet and music theory

Games : MMORPG / Online games / Role-playing games / strategy

SKILLS

Development

Unity, C#, Unreal Engine, Shader Scripting, C++, Tools

Game Design

Game feel, prototyping, conception, documentation, tweaking

Management

Planification, task assignment, production methodology

Languages

French : Native speaker • **English** : fluent • **Spanish**: Basic