

ERIC LEDUC

**Gameplay / Tool / Software
Programmer**



CONTACT

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<https://ericleducportfolio.com/>

PROFIL

Experienced developer in C++ / C# / Unity / Unreal Engine, specializing in video games, automotive, and defense. Advanced skills in collaborative work and solving complex technical problems.

EDUCATION

- **Master's in Game Programming and Management**
2018 - 2020
Rubika - Supinfogame
- **Bachelor's in Game Design and Management**
2015 - 2018
Rubika - Supinfogame
- **Unity Certified Associate Game Developer**
2019
- **Summer of Unreal**
2022
Incas Training
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SKILLS

- **Programming Languages :**
C++, C#, XML, Python, Go
- **Tools/Platforms :** Unreal Engine, Unity, Git, Docker, Jira, GitHub
- **Operating Systems :**
Windows, Linux
- **Methods:** Agile (SCRUM, SAgile), Cycle en V

LANGUAGES

- French - Native
- English - Fluent

PROFESSIONAL EXPERIENCE

○ SOFTWARE PROGRAMMER - SII 2023 - 2024

- **Dassault Aviation** | January 2024 - July 2024

Development of new features for the maintenance of Falcon aircraft. Optimization and verification of database stability and automated tests.

Languages: C++ | **Tools:** Git, JIRA, Docker | **Methods:** SCRUM

- **Thales DMS** | June 2023 - January 2024

Development of new features for data processing and visualization. Software and query optimization for processing radar data from Rafale aircraft.

Languages: C++ / Qt | **Tools:** Git, Visual Studio | **Methods:** SCRUM

○ VERSATILE POLYVALENT - ESTECH 2022 - 2023

- **Renault Group** | May 2023 - June 2023

Prototyping of eye tracking, head tracking, and hand tracking for vehicles. Technological research and development of solutions based on 1080p video.

Languages: C# | **Tools:** Unity, Git, Visual Studio | **Systems:** Windows

- **Internal**

Development of solutions for various clients: Nissan, PSA, Peugeot, Alpine, Seb, Louis Vuitton.

Creation of software combining Twitch and TeamViewer functionalities in Golang. Development of control solutions (software, data exchange, WPF, Android) for simulations and/or exhibition models.

Languages: Go, C++, C# | **Tools:** Git, Visual Studio, UE5 | **Methods:** SCRUM

○ GAMEPLAY PROGRAMMER - MAGIC DESIGN STUDIO 2020 - 2021

I worked on the game "Have a Nice Death" for Magic Design Studio as a gameplay programmer.

Languages: C# | **Tools:** Git, Visual Studio, Unity | **Methods:** SCRUM