



# Christophe Lionet

## Game Developer

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## Main Skills

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### Game Design :

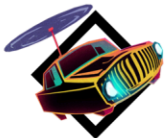
Hands on approach relying on **rapid prototyping**.  
Ability to **solve design problems** within a project's constraints.  
Producing clear design documents with a focus on **visual information**.

### Gameplay Programming:

More than five years experience in **object-oriented programming**, ranging from engine to tools and gameplay through many collaborative efforts.

## Latest Projects

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### Drive Another Day

- Team of 11  
Game Design, Level Design  
ENJMIN Student Project - Year 2



### SOON

- Team of 6  
Game Design, Level Design  
ENJMIN Student Project - Year 1



### With Fish

- Team of 4  
Game Design  
ENJMIN Student Project - Year 1



### Teyolia

- Team of 5  
Game Design, Gameplay Programming  
'Gameboy Jam' (2013)



### Waiting For Players

- Team of 6  
Game Design, Level Design  
Hull Global Game Jam Winner (2013)



### Pocket Starlight

- Team of 2  
Game Design, Art, Gameplay Programming  
'Three Thing Game' Winner (03/2012)



### It's Not Safe Outside

Game Design, Art, Gameplay Programming  
'Three Thing Game' Winner (09/2011)

## Technical Experience

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### Middleware:

Unity, Unreal Engine 4, Photoshop, 3DSMax, Git

### Languages:

C++, C#, C, Java

### Graphics:

OpenGL, DirectX, Shaders (GLSL, HLSL, CG)

## Work Experience

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### SEED Software

Student placement (2012 - 2013)  
Manager in an android development team alongside a SCRUM Master. Forged **strong understanding of SCRUM methodology**.

### University Computer Society

Vice-president (2011 - 2012)  
Organised **venues and events**, proposed new activities and encouraged relationships between student societies.

## Spoken Languages

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**French** (mother tongue)

**English** (bilingual)

CAE in Advanced English

**German**

Comprehension and conversation basics

## Education

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### ENJMIN, Game Design

2013 - 2015 Masters JMIN (Games and Interactive Media)

### The University Of Hull, Computer Science With Games Development

2009 - 2013 Masters In Engineering

## Hobbies

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**Poker, Economics,  
High-Tech**

**Running, Skiing**