

RÉMI BISMUTH

Game Developer

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PROFESSIONAL EXPERIENCE

GAME DEVELOPER 2015 > TODAY | WILDSHEEP STUDIO

Multi-purpose developer on the PS4 game Wild. Mainly working on systems design & architecture, but also worked on Character controller, Middleware integration (PhysicsEffects, Edge...), Tools and AI.

GAME DEVELOPER 2015 | PASTAGAMES

3 months internship on the finalization of the PS4 game Pang Adventures. Worked on Debugging tools, optimization and TRC.

FRONT-END DEVELOPER 2013 > 2014 | BLIZZARD ENTERTAINMENT

Proposition, conception and development of an e-mailing localization tool. Conception and development of social applications and promotional websites for announcements and marketing campaigns. Technical maintenance of game's websites.

DEVELOPER - WEBDESIGNER 2012 > 2013 | FREELANCE

Full design and development of modern websites. CMS modules development. Various design works.

FRONT-END DEVELOPER - WEBDESIGNER 2010 > 2012 | AMG DEVELOPPEMENT

Artistic direction, commercial animation, webdesign and front-end development for the e-commerce websites www.discounteo.com & www.villatech.com. In charge of the HTML5 redesign project of Discounteo's website.

EDUCATION

1ST YEAR GAME PROGRAMMING 2014 > 2015 | ISART DIGITAL

M.DES 1 CONCEPTEUR/DESIGNER GRAPHISME ET MULTIMEDIA 2007 > 2009 | KEDGE DESIGN SCHOOL

TECHNOLOGICAL UNIVERSITY DEGREE DESIGN & DEVELOPMENT 2005 > 2007 | IUT DE TARBES

VARIOUS EXPERIENCES

AMATEUR MUSICIAN 2010 > 2015 | BATTLE OF BRITAIN MEMORIAL

Bass player within a band of 4 people. Writing and production of two self-produced albums. Conception and development of a website supporting the band's universe. Preparation of a 2-weeks tour across Europe.

SKILLS

MAIN LANGUAGES

C / C++
C#
Javascript
Assembly

LIBRARIES & FRAMEWORKS

OpenGL 4.2
Unity3D
SFML
node.js

LANGUAGES

French
English (fluent)
Japanese (beginner)

MISCELLANEOUS

Git / SVN
AGILE (Scrum)