

# Marc NEMBROT (he)

## FULLSTACK DEVELOPER & GAMEPLAY PROGRAMMER

✉ me.nembrot@gmail.com

📍 Lyon, Rhône-Alpes (69), France

🚗 Driving licence with car

👤 1989 (33 year-old) - French



I am looking for a job in the **video games industry**. I am open to positions in another city (hybrid, full remote or on site), abroad and/or doing **R&D**.

### C++ Developer

#### Blind Bend Studio



📅 Dec. 2021 - Dec. 2022

📍 Lyon (full remote), France

Unreal Engine 4 / 5

C++

Perforce

Only programmer in a newly founded video games studio, I am:

- Leading the development in **Unreal 5**, which includes implementing most gameplay features, integrating and maintaining external plugins such as Wwise, keeping up to date with Epic new features;
- Developing tools for the game designer to easily balance the game on his own;
- Collaborating with the tech artist to integrate animations and visual effects;
- Writing technical documentation and keeping track of my progress using the services required.

### Computer scientist

#### Ecoclimasol



📅 Oct. 2017 - Nov. 2021

📍 Montpellier, France

Python 3 / Django

DevOps (AWS / kubernetes / circleci)

Git / Github / Gitlab

SQL / NoSQL

Scrum management

**Lead Programmer** of *Climfarm*, a built from scratch service-oriented web platform for people working in agriculture. My main missions:

- Implementation and structuring of Django 2/3 projects including migrating existing developments from PHP (in-house framework), Shell scripts, R scripts, Windev programs;
- **International collaboration** with Argentina, Vietnam, Mali. Oral and written exchanges in English or French.
- Creation, maintenance and documentation of **REST APIs** (Climfarm, Ecomore II, App Seguros).

### Fullstack Developer

#### La Poste



📅 Apr. 2016 - Oct. 2017

📍 Montpellier, France

PHP 5 (Zack Framework)

ReactJS

Scrum management

One of fifteen developers working together as two teams, I took part in improving and maintaining the in-house IS, including time sensitive corrective patches requested by the customer services.

Afrogameuses

Ambassador

Mentor

DesCodeuses

## OTHER SKILLS

Unity

C#

JavaScript

HTML

CSS

3DS Max

## LANGUAGES

French **Mother tongue**

English **Fluent (C1)**

Spanish **Academic**

## TRAINING

Master's degree - IMAGes, Games and Intelligent Agents

#### Université Montpellier II

📅 2011 - 2013

📍 Montpellier, France

3D

Unity

Serious Games

Virtual and Augmented realities

English Bachelor's degree - French as a Foreign Language

#### Université des Antilles et de la Guyane

📅 2010 - 2011

📍 Martinique, France

American Popular Culture

Translation

Post-Colonial Literature

Professional B.Sc. Hons in Data and Internet (Ranked 1/27)

#### Université des Antilles et de la Guyane

📅 2009 - 2010

📍 Martinique, France

OOP

IS

Databases

Research and development engineer

**INRA**



📅 Oct. 2013 - Sep. 2015

📍 Montpellier, France

Internet of Things

Semantic web

Member of the Computer Science team - a dozen people - of the *MIS-TEA* unit. I created an IS from scratch with two colleagues, including implementing the of the front-end and programming of REST APIs in PHP. I also prototyped and developed a mobile application for internal uses.

## HOBBIES

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- **Video games** (*Zelda series, Pokémon, Horizon Zero Dawn, The Last of Us part II, ...*) PS5 Nintendo Switch
- **Reading** (*mangas, comics, video games magazines*)
- **Streaming** on **Twitch**
- Former member of **Crookshanks Lyon Quidditch**

## QUOTATION

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*The fox gazed at the little prince, for a long time.  
"Please - tame me !" he said.*

The Little Prince, Antoine de Saint-Exupéry