





Camille FERRARI

Game programmer - Technical Artist


 @Primarter


 @Primarter

 primarter@gmail.com

 <https://www.primarter.com>

 French

 Open to remote work

 Montpellier

 06 95 19 03 40

Languages

French
Native

English
Bilingual

Personal Statement

After obtaining a Bachelor's degree in Software Engineering then a Master's degree with distinctions in Games Design & Development, I developed the skills needed to work as a gameplay programmer, tools programmer and, someday I hope, a technical artist. While I specialise with Unity and Blender, I have worked with Unreal Engine and I can work from scratch directly with graphics APIs.

Key Skills

Eager to learn

Versatile

Efficient

Driven

Great communication

Curious

Proactive

Education

● Master's degree in Games Design & Development with Distinctions

From September 2022 to September 2023

Heriot-Watt University Edinburgh, Scotland, United Kingdom

Video games specialisation: Game design, Unity, Unreal, Blender, OpenGL

● Bachelor's degree in Software Engineering

From September 2019 to August 2022 **Epitech** Montpellier, France

Programming skills: C, C++, C#, Python, Unity, OpenGL, Haskell, JavaScript

References

Thomas Methven

Programme Director for the MDes Games Design & Development, Heriot-Watt University
t.methven@hw.ac.uk

Stefano Padilla

Programme Director for the MEng Software Engineering, Heriot-Watt University
S.Padilla@hw.ac.uk

Colin MacDonald

Games Talks Live organiser, Games Jobs Live
colin@gamestalks.live

Notable projects

Knossos

Full game available on itch.io - Unity, Blender, C#

Wave Function Collapse addon & implementation

[Wave Function Collapse](#) algorithm Unity implementation with related Blender Addon — Unity, Blender, Blender API, C#, Python

R.N.G. Dungeon

[Dungeon layout generator](#) (2D & 3D) — C++, Raylib

Bomberman with Entity Component System engine

[Bomberman mini-game](#) powered by a custom E.C.S. made from scratch — C++, Raylib

Interests

Video games

Hades, Baldur's Gate, Lethal League Blaze, OlliOlli, RollerDrome, etc

3D art

Modelling, animation, VFX

Programming

Procedural generation, graphics programming, FOSS, functional programming

Music

TWRP, Jazz Emu, Starcadian, Caravan Palace, OSCOB

Work experience

● Audio engineer

From April 2023 to June 2023 **Games Talks Live** Edinburgh

Charged with the audio and streaming setup of the Games Talks Live events of April and June 2023

● Head of Game Dev Club

From 2021 to 2022 **Epitech** Montpellier

Teaching video game development to other students

● Full-Stack Developer

From August 2020 to January 2021 **Drumstik** Montpellier

Charged with Drumstik's development contracts