

BOYER Benoît

Software developer



benoitbm.fr



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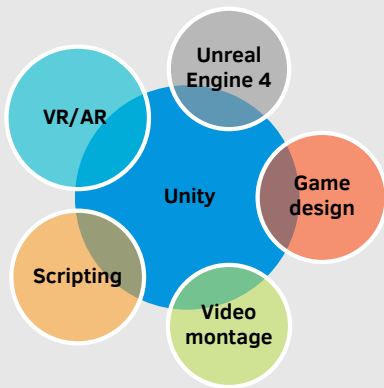
/in/benoitbm



benoitbm

Skills

Overview



Programming

0 LOC —————> 5000 LOC

C++ • C# • Java

Javascript • Lua • \LaTeX

HTML • Python • OpenGL

Languages

English - Proficient

French - Native

Education

- 2016 - 2018 **M.Sc IMAGINA** Université de Montpellier, France
- 2015 - 2016 **B.Sc Computer Game Development** UWS, Écosse
- 2013 - 2015 **2-year undergraduate diploma in technology** IUT Arles, France
- 2013 **A-Level in Scientific (Engineering sciences)** Lycée Pasquet, France

Experience

- June 2017 - July 2017 **C#/Unity Developer** ECDC - Éduquer Créer Divertir Cultiver
- Facultative summer internship done while I made my first year of my IMAGINA master.
 - **E.L.E.C.T.R.O.N** : Introduction to code and logic with the software *Clickteam Fusion* with high schoolers while a creation week to Mende at Chaptal High-School with video game creator professionals. Development of the final release with a graphist to merge and improve the work of schools who contributed to the project. E.L.E.C.T.R.O.N received the **National award of artistic and cultural boldness in 2017**.
 - **Escape** : Project leader of 8 team members and lead developer of a pixel opera project made for Tetsuya Mizuguchi.
 - Led of Initiation to game development with *Scratch* workshop for children as a teacher.
- Apr. 2015 - June 2015 **Lua Developer** Dassault Aviation
- Work placement internship done to achieve my 2-year undergraduate diploma in technology.
 - Creation of an interactive checklist generator to a PDF file with \LaTeX .
- ### Projects
- July 2017 **Introduction to the project Escape** ECDC, France
Project leader / C# Developer (Unity)
- May 2017 - June 2017 **E.L.E.C.T.R.O.N** ECDC, France
C# Developer (Unity) / Assistant of the Project Leader
- Mar. 2017 **Blablaland** Académie de Montpellier, France
C# Developer (Unity) / Game Designer
Communication game between two students, based on choices given by the game.
- Sep. 2016 **Culture glitch** Collectif antithèse, France
Développeur C# (Unity)
Satyric game art about the historical and cultural heritage preservation.
- June 2016 **Open Dreaming** IUT d'Arles, France
Développeur C++
Software created in a team of three members based on the theme *What does the robots dream of ?*