

Louis Vogel

Gameplay Programmer

With over two years of experience in various game studios, I am looking for a position to continue my career in video game development.

Contact

-  +33 7 ** * * * *
-  lsvgl@gmail.com
-  Angoulême, France
Willing to work abroad
-  [Linkedin](#)

Webfolio

-  [Website](#)
-  [Github](#)

Skills

- C++
 - C#
 - Unity
 - Unreal
 - HLSL
 - Python
 - Software tools (Git, Subversion, Jira)
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- 3D Modeling
 - Texturing

Languages

- Native French
- English C2
- German A2

References

Tristan LeBouffant

Sentry Games

Email : tristan.lebouffant@gmail.com

Eve Barbara

Wildblood Studio

Email : e.barbara@wildbloodstudio.com

Hobbies

- Rock Climbing (Bouldering)
- Krav Maga
- Guitar

Work Experiences

Gameplay Programmer

2026

Wildblood Studio

Unreal C++ Unity C# Worked on several order projects for different entities (Microids, Meta, Kalank Games), all currently under NDA, as well as an unannounced adventure platformer.

Serious Games Developer

2025-2026

Apperture Bordeaux

Unity C# Unreal C++ Fully created serious games for various order projects, first as an internship, then as a hire. A particular focus of this experience was on UI, as a lot of the projects were UI-only.

Gameplay Programmer

2022 - 2023

Sentry Games

Unity C# Teamwork on several game projects. Prototyping and implementation of full systems and features.

Projects

Viscera

2024 - 2025

Unreal C++ End of M2 project. Hack N' Slash with melee combat and a fast-FPS character controller.
Role: Gameplay programmer

Ex Silentio

2023 - 2024

Unity C# End of M1 project. Puzzle and exploration game.
Role: UI/Gameplay/Tools programmer

OBEC

2021 - 2022

Unity C# Prototyping and development of a vertical slice at Sentry Games, an independent studio in Rennes, France.
Role : Gameplay programmer

Education

Master in Video Games and Interactive Media, Programming course

2023-2025

Cnam - ENJMIN, Angoulême

Learning of advanced programming concepts, and work as a team on video game projects.

Designer Developer of Video Games and Interactive Medias degree

2019-2022

3Axes Institut Rennes, RNCP 6

Learning 3D and programming.

Working on group video game projects.