Louis Vogel
Junior Gameplay Programmer

After working for a year in an independent studio, I am looking for an internship as a gameplay programmer to further improve my skills in this field and complete my Master's degree.
I am available to work from March 3rd to August 31st.

Contact

☎ +33 7 82 71 38 14

✉ lsvgel@gmail.com

📍 Angoulême, France
Willing to work abroad

in Linkedin

Webfolio

- 🌐 Website
- Github

Skills

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

- 3D Modeling
- Texturing

Languages

- English C2
- German A2

References

Tristan LeBouffant
Sentry Games
Email : tristan.lebouffant@gmail.com

Vincent Barué
NADK
Email : v.barue@reveal-lab.io

Hobbies

- Rock Climbing (Bouldering)
- Krav Maga
- Guitar

Work Experiences

Game Development Internship — 2024
NADK

Unity C# WebGL Created a game prototype to meet client expectations. Handled most of the aspects of the game (programming, graphics, audio, etc). Nature of the content is under NDA.

Gameplay Programmer — 2022 - 2023
Sentry Games

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

Programming Internship — 2019
Farsight VR Rennes

Unity C# WebGL R&D internship and feasibility study on Unity project to respond to calls for tenders.

Projects

Red Blood Sea — 2024 - 2025

Unreal C++ End of M2 project currently under development. Fast FPS with melee combat.
Role: Development of the character controller

Ex Silentio — 2023 - 2024

Unity C# End of M1 project. Puzzle and exploration game.
Role: 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.