ADRIEN CLAUDE

NETWORK AND GAMEPLAY PROGRAMMER

CONTACT

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○ github.com/Smalleater

SKILLS

- Unity
- C++
- C#
- C
- Visual Studio
- Visual Studio Code
- Github
- CMake
- Doxygen

LANGUAGES

- French (Native language)
- English (limited)

INTERESTS

- Space
- Programming
- Video games
- Music
- Tennis

PROFILE

Passionate about space and video games, I specialize in programming, with a strong preference for network programming, while also having experience in gameplay programming applied to game development.
My goal is to build a career in this field and, eventually, to combine my technical skills with my interest in space exploration.
Curious, motivated, and open to opportunities, I am always ready to take on new challenges.

EDUCATION

Game Programmer   Sep. 2022 – Jun. 2026
Creajeux (France)

Baccalauréat professionnel systèmes électroniques   Sep. 2019 – Jun. 2022
numériques
Lycée Georges Baumont (France)

PROJECTS

Travelers Multiplayer Engine
Personal project aimed at improving and practicing my network programming skills.

Platform: Windows and POSIX (Linux, macOS)
Language: C++

Development of a cross-platform network engine in C++ designed to simplify the creation of multiplayer games.
Objective: to provide a lightweight, optimized, and easy-to-use engine for basic network operations.
Long-term ambition: to develop it into a comprehensive network engine specifically tailored to the needs of multiplayer games.

More details are available on my GitHub.

Suna
This project was completed at the end of my third year at Creajeux.

Platform: Windows
Technology: Unity + DOTS
Language: C#
Duration: 60 days

Role: Gameplay and Network Programmer

Tactical shooter game inspired by Counter-Strike and Valorant, featuring two asymmetrical factions.
The Corpo (place and activate an extractor) and the Natives (defend a resource of religious value).

More details available on my website.

Mandragora
This project was completed at the beginning of my third year at Creajeux.

Platform: Android
Technology: Unity
Language: C#
Duration: 10 days

Role: Gameplay Programmer

Management game set in a fantasy world where you play as a farmer growing magical plants.
Harvest, sell, or transform your products into drinks using a still to satisfy your customers and grow your farm.

More details available on my website.