

# Bryan Bachelet

## Gameplay Programmer

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🔗 Portfolio [in](#) LinkedIn [@](#) Git

### Profile

I'm a Gameplay Programmer with a degree in Game Design. Since forever, I have been passionate about video games, and I have cut my teeth on Unity and Unreal. I really like implementing gameplay systems like 3C or statistical systems, for example. I'm comfortable communicating with a development team.

### Skills

#### Programming Languages:

C#, C++, GLSL, C, Python, VBA,

#### Softwares & API:

Unity HDRP, Unreal 4 & 5, Godot, OpenGL, Vulkan

#### Game Development Speciality:

- Gameplay Systems (3C, Inventory, Characteristic)
- UI Implementation
- Tools (AI Tools, Level Design Tools)

#### Languages:

- English - professional proficiency
- French - native speaker

### Professional Experience

#### Tools Programmer, *XD Productions*

- Developed investigation gameplay for Unity AR games
- Managed team for the game production
- Benchmarking solution for AR development for Unity

08/2025 – 05/2026  
Paris, France

#### Tools Programmer, *Bouygues Construction*

- Developed tools for the production of digital building models.
- Conceived algorithms to create parking layouts with building constraints.

01/2024 – 06/2024  
Versailles, France

### Projects

#### Gameplay Programmer [🔗](#), *RollerLoop- Racing Game- Unreal Engine 5 - PS5/PC*

- Implementation of the main game mechanics : the Rollback
- Integration of all the game audio in the game
- Leading the programming department for the project

10/2024 – 05/2025

#### Optimization Programmer, *La Ville Rose - RPG - UE4 - C++*

- Implemented compute shader for painting in real-time on the building. Helps the game gain +15 FPS in-game.
- Optimize the game logic. Reduce all the in-game spike latency.

03/2024 – 05/2024

#### Gameplay Programmer [🔗](#), *Seekers of Sand - Rogue Like - Unity HDRP - C#*

- Coding 3C of the game. Adapting the control of the avatar for the keyboard and gamepad.
- Working on 3 different cameras used in the game.
- Implementing Behavior Tree Tool in Unity. Use it in more than 10 AI in our game, like bosses.

01/2023 – 09/2025

### Education

#### Master's Degree in Game Programming, *ISART Digital Paris*

- Training in technical and scientific skills for the video game industry
- Collaboration with other disciplines on common projects.

09/2021 – 06/2026  
Paris, France

#### Bachelor Degree in Game Design, *ICAN*

- Learned game design and level design skills (OCR Loop, RGD, RLD)
- Discovery of other disciplines of video game development

09/2017 – 06/2020  
Paris, France

### Interests

Hip Hop Culture US/FR

US action movies

Fighting Video Games

Climbing Indoor