Amaury MEHLMAN
Game Programmer

CONTACT

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🌐 Easy to relocate
(FR/CA/US)

SKILLS

IIM | Master Game Programming
Unity | Unreal | C# | C++ | Algorithme |
POO | Blueprint | QA

Programming language
C# | C++ | Java | LUA

Apps
Unity | Unreal | Mantis |
Git | Perforce

Languages
Français | Anglais

EXPERIENCES

Gameplay Programmer
**Luminaria | Plateformer | Unreal | PC |
12 pers.**
Level Generator, Mecanisms, FX, Local Multiplayer

Gameplay Programmer
**Sp'Eat Fighter | Fighter | Unity | PC |
14 pers.**
TNT, Leaderboard

Gameplay Programmer
**Don't Mess With Vampires | PuzzleGame |
| Unity | Android | 9 pers.**
AStar (A*), UI Interaction

Gameplay Programmer
**Better Refunct | Course | Unreal | PC |
4 pers.**
Wall Ride, Wall Climb, Zipline , Wall Jump

Gameplay Programmer
**New Super Mario Boule Bross | Plateformer |
 Unreal | PC | 4 pers.**
Boss (with phase), Ennemies, Collision (without engine)

Gameplay Programmer
GameJams | PC
Available on my portfolio