

CONTACT



Address: Lyon,
Rhône-Alpes France



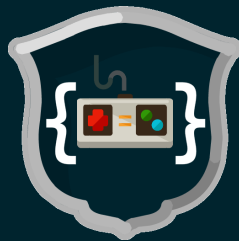
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Portfolio: Maxbrundev



Max Brun

GAME ENGINE | GAMEPLAY
PROGRAMMER

&

GAME DESIGNER GRADUATED



Professional Experiences

July 2024 - Now | NEW TALES

Lyon

Game Systems Programmer - Full Time
Unannounced AAA New IP

Unreal Engine 5 - C++

July 2022 - June 2024 | GAMELOFT

Paris

Gameplay Programmer - Full Time
GameLab Research and Development
Support Optimization Programmer on Disney Dreamlight
Valley

Unity Engine - C#

January 2020 - September 2021 | NVIZZIO CREATIONS

Montreal

Gameplay Programmer - Full Time
Working on RollerCoaster Tycoon® Touch™

Unity Engine - C#

June 2019 - August 2019 | FLASH DIVE STUDIO

Montreal

Gameplay Programmer - Internship

Unity Engine - C#

December 2018 - Now | OVERLOAD ENGINE

Montreal

Game Engine Programmer - Free Time project

Co-founder of an open source 3D Game Engine with Lua
Scripting

C++ / OpenGL / OpenGL Shading Language (GLSL)...

Education

2017 - 2019 | A.E.C Game Engine Programming

ISART DIGITAL MONTREAL - Montreal, Canada

Languages: C / C++ / C# / OpenGL Shading Language
API: SDL / SFML / OpenGL / GLFW / Freeglut / Bullet Physics, IrrKlang
Game Engine Architecture, Graphic Pipelines, Memory
Management, Game Programming Patterns, Git, Gitflow,
Mathematics - Linear Algebra, Unity Engine,
Unreal Engine

2014 - 2017 | Bachelor's degree Game Design

BELLECOUR ECOLE - Lyon, France

Rational Game Design, Economic Game Design, Level
Design, Project Management, Interactive Story Telling,
Critical Analysis, Computer Graphics, Prototyping with
middleware (Unity, Unreal, UDK),
Film Studies

2011 - 2014 | Technical Baccalaureate

Commerce / Business (Pass 60%)

**SAINTE GENEVIEVE - Chambery, Rhone-Alpes,
France**

Marketing, Management, Economics, Law, Communication
/ Public Relations, Sales, French Expression, Geography,
History, English

Languages:

French - Mother tongue

English - Fluent / Professional

Skills

Programming Languages:

C
C++
C#

Game Engines:

Unity Engine
Unreal Engine

Version Control Software:

Git
GitKraken
Perforce / Helix Core
Streams

LiveOps Back-end Services:

Azure PlayFab

Project Management:

Jira



PORTFOLIO



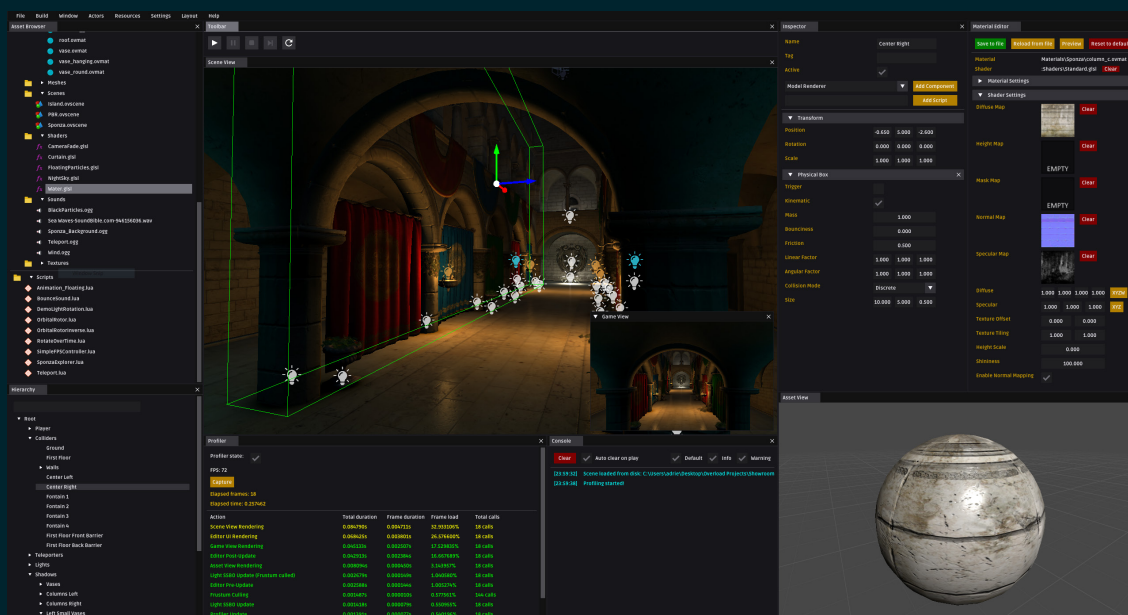
Disney Dreamlight Valley

Role: Optimization Programmer Consoles / Mobile



RollerCoaster Tycoon® Touch™ - Mobile Game

Role: Gameplay Programmer



OVERLOAD ENGINE - C++ GAME ENGINE WITH EDITOR

Main Role: 3D Programmer