



Engine Programmer

Nicolas Schneider

6 juin 1994

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Chemin de l'Orme 12, 1054
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Skills

C# ● ● ● ○ ○

C++ ● ● ● ○ ○

Unity ● ● ● ● ○

Languages

French: Native

English : B2

Hobbys

Game jams (since 2017 12
games)

Videos game: 4X, RPG, strategy

Walking

Tabletop game

Formations

Since 2017 **Bachelor of Game Programming** at the SAE
Institute Geneva

2015 – 2016 **First year of IT Bachelor** at the École
Polytechnique Fédérale de Lausanne

2011 – 2015 **Maturité Gymnasiale** at Gymnase August
Piccard

Specific option: Physics & Mathematics

Complementary option: Informatics

Professional Experiences

Soup raiders

Team Kwa Kwa September 2018 up to February 2019

Gameplay Programmer: AI, procedural content generation, dialog tool

Answer Knot

6 months mandats

Gameplay Programmer: Main mechanics implementation

Hell Heluja

Oniroforge 2017

Gameplay Programmer: 3D model Integration, AI, Sounds integration, UI