Thomas Depraz-Depland

Gameplay Programmer

I am currently looking for a Junior Gameplay Programmer position starting November 2025.

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🌐 thomasdepraz.github.io

in LinkedIn

Saint Mandé, France
Open to relocate

Skills

Programming
C# / C++
Unreal Blueprint
Version Control

Software
Unity
Unreal Engine
Perforce
Git
Pack Office

Game Design
Game mechanics
Design Documents
Design Tools

Teamwork
Notion /Confluence
Jira
Excel

Spoken Languages
French (native)
English (usual)

Education

Sept. 2021 > July 2023
Game Programming Mastère
Supinfogame Rubika, Valenciennes, France

Sept. 2018 > June 2021
Game Design Bachelor
Supinfogame Rubika, Valenciennes, France

Sept. 2015 > June. 2018
Baccalauréat S spécialité SPC With Honors
Lycée Camille Vernet, Valence, France

Experience

Professional

■ **Junior Gameplay Programmer at Ubisoft Paris Mobile**

☐ **10 months** ☐ **2023**☐
I worked on an unreleased title as well as BUMP SUPERBRAWL
Mainly debug and adding small features and content.

■ **Gameplay Programmer Assistant at Ubisoft Paris Mobile**

☐ **6 months** ☐ **2023**☐
I joined the on-going development of a TBA game.
I was able to work on various areas of the development, audio, 3Cs, systems...

■ **Programmer Intern at BetaDwarf** 🔗
☐ **Unity** ☐ **4 months** ☐ **2022** ☐
I joined the production of Project F4E as a part of the "core" programming team. I was tasked with visualization, meaning translating game data to the game (VFXs, animations...) but also tooling and debugging related to visualization.

■ **BlueScan: Gameplay Programmer** 🔗
☐ Mobile game ☐
☐ **Unity** ☐ **3D** ☐ **18 people** ☐ **5 months** ☐ **2021** ☐
We were charged by Thales Group to develop a mobile game to present their anti-submarine defense solutions.

School /Personal

■ Starry Bloom : **Programmer / Producer**
☐ Exploration game ☐
☐ **UE4** ☐ **3D** ☐ **9 people** ☐ **ongoing** ☐
I'm mainly in charge of developing the core mechanics and tools for the project. I also developed a basic CI/CD pipeline using Jenkins.

■ TaleTeller : **Gameplay Programmer**
☐ Deckbuilding-Roguelite game ☐
☐ **Unity** ☐ **2D** ☐ **5 people** ☐ **5 months** ☐ **2021-22** ☐
As the main programmer I designed the code architecture and developed the main features. I also created multiples tools for my team to be more productive.

■ Pirate Academy : **Gameplay Programmer** 🔗
☐ WarioWare-like game ☐
☐ **Unity** ☐ **2D** ☐ **40+ people** ☐ **2 months** ☐ **2021** ☐
I was part of the core programming team in charge of developping the macro-game as well as helping other developers and enforcing the documentation.

■ Hook : **Gameplay Programmer** 🔗
☐ Zelda-like game ☐
☐ **Unity** ☐ **2D** ☐ **8 people** ☐ **4 months** ☐ **2020** ☐
As lead gameplay programmer I was in charge of the technical documentation as well as helping my colleagues with their code. As a programmer, I mainly worked on the player controller and interactable objects.

Hobbies

Reading : Alain Damasio
Philip K. Dick
Label 619

Sport : Biking
Climbing
Running

Music : Amateur Pianist /Guitarist
J.S Bach
L'Impératrice