Thomas Depraz-Depland

Gameplay Programmer

I am currently looking for a Junior Gameplay Programmer position starting in January 2024.

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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
Plastic SCM
Pack Office

Game Design
Game mechanics
Design Documents
Design Tools

Teamwork
Notion /Confluence
Jira
Excel

Spoken Languages
French (native)
English (usual)

Education

Sept. 2021 > Current
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

Gameplay Programmer Assistant at Ubisoft Paris Mobile

🔲 6 months 🔲 2023🔲

I joined the on-going development of a TBA game.

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.

Game Designer Intern at The Case Escape Game 🔗

🔲 1.5 months 🔲 2019 🔲

I was the game master of one of the rooms and I also created a mobile escape room.

School /Personal

Starry Bloom : Lead 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 : Lead Gameplay Programmer

🔲 Deckbuilding-Roguelite game 🔲

🔲 Unity 🔲 2D 🔲 5 people 🔲 5 months 🔲 2021-22 🔲

As the lead 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 : Core Gameplay Programmer 🔗

🔲 WarioWare-like game 🔲

🔲 Unity 🔲 2D 🔲 40+ people 🔲 2 months 🔲 2021 🔲

I was part of the core programming team in charge of developing the macro-game as well as helping other developers and enforcing the documentation.

Hook : Lead 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