

Clément RONDEAU

Game developer student at CNAM ENJMIN
Looking for a 6 month internship starting from March 2018

personal details

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languages

English : working proficiency
French : native

hobbies

Development

Design and development of video games (Unity).

Video games

Multiplayer FPS, simulation, strategy, roguelike.

Music

Practiced the guitar during 7 years.

Sport

Practiced Krav Maga during 3 years.

personal projects

Castle Rush

Arcade party game, 2017

Smartland

Smartphone application, 2017

Deadly Riff Reboot

Rhythm versus fighting game, 2017

Crazy toy city

Arcade party game, 2017

From robots with love

Arcade party game, 2017

Sana

VR puzzle game, 2017

Deadly Riff

Rhythm versus fighting game, 2017

Pedalboard disorder

Puzzle game, 2017

Let them in

Rhythm game, 2016

Welcome to Dalaca

Arcade game, 2016

Chicken Run

Racing platformer, 2016

experiences

10/2016
11/2014

Lengow, Nantes 44

Development and use of marketplaces API.

Processing of data in different formats (csv, XML, ...).

Project management and relationship with big companies (La Redoute, RueDuCommerce).

Python developer (Django)

11/2014
11/2012

Inter Mutuelles Assistance, St-Herblain 44

Analysis and resolution of software and hardware failures.

Customer management for insurance companies (MAIF, MACIF).

Help desk technician

2012
2010

Arrivé, Saint Fulgent 85

Handling and preparing orders.

Student part time

scholar projects

06/2017
03/2017

Axiome, site-specific experience

Project made with Unity, Vuforia and Wwise.

Team of 5 students

Axiome is a site-specific experience in which the player use augmented reality to learn more about a seemingly peaceful family. In a room specifically furnished for the installation, the player can scan the pictures in the room to watch small animations that give some hints on the story, thanks to the AR technology.

My role on this project was the development of the Android AR application that communicates with a server application running on Windows. I've also crafted a radio with a RaspberryPI and an Arduino.

<http://www.rondeau-clement.fr/projects/school-project/2017/06/01/Axiome.html>

12/2016
12/2016

Unfold, shoot'em up

Project made with Unity and Wwise on the theme : "Shooter".

Team of 6 students

Unfold is a cooperation and shooter game for two with one blindfolded person. The first character, which is a little fox has to guide the second one, an energetic grandma, with sounds in order to spot possessed origamis and unfold them.

My work on the game was to fastly prototype different ideas to choose what can be made on the given time. I also had to find a way to create a good sound spatialization, and ease the integration of the work from our sound designer into the Unity project.

<http://www.rondeau-clement.fr/projects/school-project/2016/12/11/Unfold.html>

education

Since
2016

Master JMIN

Game and Interactive Media Design - Game developer speciality

CNAM ENJMIN, Angoulême

During the two years we have courses from different disciplinarity, from cognitive psychology to sound design.

The game developer section includes courses like : Unity, computer networks, OpenGL, shaders, AI, procedural generation, big data.

The class includes different speciality : Producers, artists, sound designers, game designers, UX designers and game programers. The goal of the two years is to teach us how to work together on two main projects, but also on a lot of smaller projects.

2016
2014

**RNCP certification level 2
Developer, designer of IT projects**

IMIE, Rezé

During two years of work-linked training, this qualification teach us how to design, manage and develop a project. The courses were half management, half development.

In the management part I learned : how to setup and work in an Agile team, project documentation writing, tools to design a project (Merise, UML).

The web development part includes : Java EE, Php, Node.js, mongoDB, postgresSQL, computer networks, html, css, Javascript.

2012
2010

**2 year technical degree
Software and networks development** Nicolas Appart High school, Nantes

The computer courses were splitted between development and computer network and our formation was aimed to the creation of industrial softwares.

In the development courses we learned : C++, Qt, algorithmic, network communication, image processing, encryption.

The computer network courses covered: basis of a computer network, IP subnetting, basis of security, Cisco routers setup (Cisco IOS).

For our final exam project we've created a software to track when fields were sowed, which produts were used, etc. It required an Android application used by all the employees to write their reports, at the end of the day all the data are sent to a server application that can generate reports and show what has been done on the fields.

2010
2008

**High school degree
Electronic engineering** Léonard de Vinci High School, Montaigu

I choosed this degree because it was the only one that included a bit of development in it.

During the electronic courses I've learnt the basis of algorithmic, how to program electronic devices (roomba, laser light, ...) and how to design and craft an electronic board.

It let me develop my creativity and logical skills before I can start to learn computer science later in my education.

skills

Unity

(Unity 2017.x)



C#

(Mono)



C++

(Qt, Boost, SFML)



Javascript

(Jquery)



Wwise sound engine



Python

(Django)



AR

(Vuforia)



Html5 / Css3

(Twitter bootstrap, Jekyll)



design and project management

Agile methodology (SCRUM)

UML

Merise

Documentation writing