

# FLOREAU LUCA

## GAMEPLAY PROGRAMMER

I am a programmer specialising in gameplay. Programming mainly in C++ and Unity, my goal is to create games accessible to all to share this passion with everybody.

## EDUCATION

**Test TOEIC® Listening and Reading** / ETS Global  
2023 / **Lyon, FRANCE**

- Total 970/990 C1

**Bachelor Games Programming** / SAE Institute  
2018-2021 / **Geneva, SWITZERLAND**

- Learning C++ and Unity programming
- Game design
- Communication

## WORK EXPERIENCE

**Gameplay Programmer** / Eden Games  
2022 - Now / **Lyon, FRANCE**

- Implementation of gameplay elements
- Implementation of an online leaderboard
- Creation of a first-person character controller using DOTS
- Implementation of character animations

**Video Game Creation Teacher** / Creatorz Academy  
2021 / **Nyon, SWITZERLAND**

- Introducing to students the development stages of a video game (modeling, programming, game design)

**Developer on the Carezheimer project** / UNIGE  
2020 / **Geneva, SWITZERLAND**

- Unity programming for an educational game

## PERSONAL PROJECT

**Frogem up / Unity Game**  
2023 / **Global Game Jam 2023**

**Elbativeni / Unity Game**  
2022 / **Ludum Dare 50**

**Stuff Engine / C++ Engine**

2021 - Now

- Implementation of multiple sorting algorithms
- Implementation of a Perlin Noise
- Implementation of Fractal Visualization using GPU

## CONTACT

**Address** : 65, chemin de Grossant  
74550 Cervens, France

**Phone** : +33 6 02 51 75 50

**E-mail** : floreauluca@gmail.com

**Portfolio** :

<https://floreauluca.github.io/portfolio/>

## SKILLS

### Language

- **French** Native
- **English** B2/C1

### Technical Skills

- **C++**
- **Unity / C#**
- **Git**
- **Perforce**

### Professional Skills

- Gameplay Programming
- Animation Programming
- Physics Programming
- Optimization
- Game Design

## RELEVANT PROJECT

### Smurf Kart / Eden Games

2022 / **Unity**

Smurf Kart is a karting game where you have to smurf the first place on 12 maps of the Smurf Universe.

- Implementation of gameplay elements
- Creation of a game mode
- Implementation of an online leaderboard
- Working on the Nintendo Switch environment

<https://www.nintendo.com/store/products/smurfs-kart-switch/>



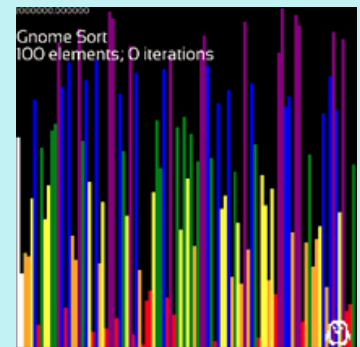
### Stuff Engine

2021 - Now / **C++ - SFML - OpenCL**

StuffEngine is a custom C++ engine use to test algorithms visualization.

- Implementation of multiple sorting algorithms
- Implementation of a Perlin Noise
- Implementation of Fractal Visualization using GPU

<https://github.com/FloreaLuca/StuffEngine>



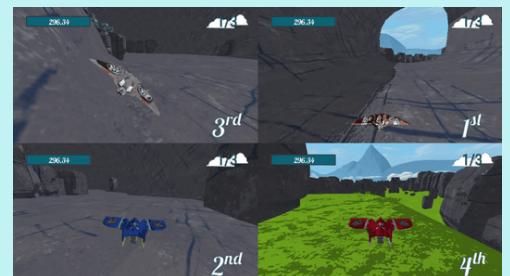
### AerRacers / Bachelor Project

2020 - 2021 / **C++ - OpenGL - PhysX**

AerRacers is a local multi-player pod racing game running on Nintendo Switch.

- Integration of the PhysX engine
- Export a Unity scene to a custom C++ Engine
- Porting engine to a Nintendo Switch device

<https://florealuca.github.io/projects/aerracers>



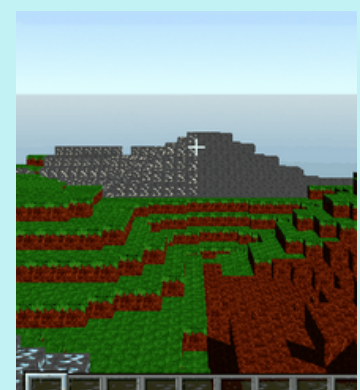
### Minecraft-like / Diploma Project

2020 / **C++ - OpenGL**

Our Minecraft-like is a project where you can move and construct inside an infinite generate world.

- Implementation and optimization of an infinite chunk generation

<https://florealuca.github.io/projects/minecraft-like>



### SpringMan / Game Jam

2020 / **Unity**

SpringMan is a platformer where you control the bounce of a spring inside an underground level.

- 48 hours game jam
- Gameplay programming, Game Design, Sound Design

<https://florealuca.github.io/projects/springman>

