

GUILLAUME LEFEBVRE

Programmer

▶ : Clickable links

SKILLS

Programming Languages :

Proficient



C#



JavaScript

Notions



C/C++



HTML/CSS



Python



Haxe

Softwares :



Unity



Visual Studio



Git



3DSMax



Unreal Engine

EXPERIENCES

CYANIDE STUDIO

Nanterre (France)
2022

UI Programmer :

UI integration for [Pro Cycling Manager 2023](#)
Being familiar with a custom programming language
Adapting myself using already existing structures, tools and databases on a project

NINE RINGS STUDIO

Remote
2022

Gameplay Programmer :

Action RPG Prototype
Character Controller Camera programming
Working on code structures

PROJECTS

GEVAUDAN: 1851

Pôle IIID
2021 - 2022

Gameplay / UI Programmer :

Graduation Project:
Investigation game about
the myth of the Gevaudan Beast.

FINALIST at IGF 2023 &
BAFTA Student Awards :
Best Student Game

BAFTA STUDENT AWARDS
GAMES

FINALIST



LudumDare49

LudumDare48

School Jam

GAME JAMS

Game Programmer :

[Drunk Fist](#)
First Person Shooter made on Unity
[Sewer's Plague : Into the Nest](#)
Scorer Coop Action game made on Unity
[Blasted](#)
Action TopDown Game made on Unity

EDUCATION

Master in Videogame Direction and Interactive Design Programming Option

Pôle 3D - Roubaix (France)
2017 - 2022

High School Diploma - Scientific Option

Lycée de la Croix Blanche - Bondues (France)
2014 - 2017

INFORMATIONS



Driving License



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59000 - Lille, France

Having completed my Master's degree in Video Game Development focusing on Game Programming, I am ready to enter the industry and let my passion talk !

LINKS



WEB PAGE

llaumegui.dev



ITCH.IO

llaumegui.itch.io



GITHUB

github.com/llaumegui



LINKEDIN

[in/guillaume-lfbvr](https://in.linkedin.com/in/guillaume-lfbvr)



TWITTER

[@glfbvr](https://twitter.com/glfbvr)

SOFT SKILLS

Teamwork

Taking initiatives & Autonomous

Organized

Fast Adapter

Versatile

LANGUAGES

French

Native

English

Professional Working Proficiency

CENTERS OF INTEREST

Speedruns

Electronic Music

VideoMaking