

GUILLAUME LEFEBVRE

Software Developer

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📍 59000 - Lille, France



PORTFOLIO

llaumegui.dev



GITHUB

github.com/llaumegui



LINKEDIN

in/guillaume-lfbvr

EDUCATION

Raycasting Programming with C

Remote
2023

Master in Videogame Direction and Interactive Design : Programming Option

Piktura - Roubaix (France)
2017 - 2022

High School Diploma

Lycée Croix Blanche - Bondues (France)
2014 - 2017

SOFT SKILLS

Teamwork
Taking initiatives & Autonomous
Organized
Fast Adapter
Versatile

LANGUAGES

French

Native

Anglais

Professional Working Proficiency

CENTERS OF INTEREST

Speedruns
Electronic Music
VideoMaking

EXPERIENCES

UI Programmer

CYANIDE STUDIO - Nanterre (France)

2022

Intégration d'UI pour **Pro Cycling Manager 2023**

- Being familiar with a custom engine and programming language
- Adapting myself using already existing structures, tools and databases on a project
- Adjusting and Creating new Menu pages
- Creating new components for future pages

Gameplay Programmer

NINE RINGS STUDIO - Remote

2022

Action RPG Prototype

- Character Controller Camera Programming
- Using a Finite State Machine for the main character
- Using a Behaviour Tree for the ennemy AI
- Working on code Structures
- Agile method

PROJECTS

Engine Programmer

RAYCAST PROTOTYPE

2023

Prototype of a Raycasting Engine

- Working in Native C with the SDL library
- Learning the basics of Engine programming and Graphics programming
- Creating a prototype in Javascript

Gameplay / UI Programmer

GEVAUDAN: 1851

PIKTURA - Roubaix

2021/2023

Investigation game about the myth of the Gevaudan Beast

- Character Controller Camera Programming
- Programming tools for Level Design and Localization
- Tutorials and map Programming

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

BAFTA STUDENT AWARDS
GAMES

FINALIST



UI / Additional Programmer

TELO

PIKTURA - Roubaix

2022

Game about collecting fishes and solving puzzles

- Adjustments on the main mechanic
- Creation of an encyclopedia system

SKILLS

C#: .NET; C; C++; Javascript; HTML; CSS;
npm; Node.js; React.js; Git; SDL

SOFTWARES

Visual Studio Code/Community; Github Desktop;
Unreal Engine; Unity Engine; Godot Engine;
Blender; 3DSMax;
Adobe Photoshop; Premiere Pro; inDesign; XD