



QUENTIN ROUSSEAU

UI Programmer

I try to be the **intermediate** between the technical team and the creative team with the goal to create fun and meaningful experiences.

EXPERIENCE & PROJECTS

Nextale Game

2025 **Chumbi Valley**

2024 **Gameplay Programmer**

(Unity - PC)

- Creation of a network JRPG game architecture (UI system, turn-based battle system with AI, web request, sync data tables with Entity Framework)
- Implementation and programming of the UI, creation of cosmetics and animation tool to help the UX designer.

2024 **Cosmic Royale (Released) - Eden Games**

2023 **Gameplay Programmer**

(Unity - PC)

- Integration of UI, VFX and SFX in an ECS environment : creation of an export system to prevent thread lock (sync points).
- Creation of the cinematic pipeline with designers and artists in order to optimize and avoid multiplayer issues.
- Staying up to date on all VFX/SFX/realisation systems to help artists and designers looking for information.
- Creation of game states and maintenance of the global game flow.

2023 **Inspector Gadget : Mad Time Party (Released) - MICROIDS**

2022 **Gameplay Programmer**

(Unity - PC / XBOX / SWITCH / PS)

- Programming and optimization of the open world part.
- Creation and programming of the dialog and the cinematic pipeline with designers and artists for a localized and multi-platform game.
- Setting up of a prototyping process with game designers to allow quick prototyping and iterations for mini-games.
- Creation of a quest system tool with the game and level designers for the creation of the open world.
- Porting (TRCs) and optimization of the game on Switch, PS4/PS5, Xbox serie X/S and PC.

2022 **Flashback II (Released) - MICROIDS LYON**

Gameplay Programmer

(Unity - PC / XBOX / SWITCH / PS)

- Porting of the game on Switch and PS4.
- Creation of a save system, trophy system and easy TRC checking (save duration check, UI border check, terminology check).

SupinfoGame Rubika

2022 **The Fowler - SupinfoGame Rubika**

2021 **Gameplay Programmer**

(Unity - PC)

- Creation of a JRPG game architecture (turn-based battle system with AI, dialog system, quest system, UI system, cinematic system and dialog system).
- Set up of multiple processes with designers in order to optimize iteration times.
- Development of a nodal tool for AI, dialogue and cinematic creation as an engine plugin.

EDUCATION

2020-2022

SupinfoGame RUBIKA - Valenciennes

Master's degree in Game Programming & Management

2017-2020

SupinfoGame RUBIKA - Valenciennes

Bachelor's degree in Game Design & Management

SKILLS

Unity / C#

Unreal / BP

Git / Perforce

Notion / Confluence

Visual Studio / Rider

Photoshop / InDesign / Illustrator

Jira

Google Sheets / Docs / Slides

LANGUAGES

French - Native language

English - Proficient

Spanish - Basics

INTERESTS

Literature/BD : Currently reading Damasio's books, I like novels of Stephan Sweig and the story telling of Blast of Manu Larcenet.

Climbing : I find in climbing the way to become the monkey I was as a child.

Music : I like to create light's shows and music with friends and organize musical events in France.

Teach : I give programming course at e-artsup since January.