



LORENZO COEUGNIÉT
ECS GAMEPLAY PROGRAMMER

STUDENT | 23

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MAIN PROJECTS



ECS Gameplay Programmer on :

FORKLIFT CHAMPIONS Fifth year project - Ongoing - 12 months

Party game created with Unity DOTS

My mission is to develop the main features of the game.

Gameplay Programmer on :

Project in collaboration with 🎮 **Ankama** - 2 weeks **FOULEKASTAGNE**

One versus One tactical RPG project that learned me how to deal with small time resources

My mission was to delop the code architecture and the main features of the game.



SKILLS

Video Game Development



ECS Unity Gameplay Unity tool Digital Drawings

Recently discovered programming paradigm that allows me to write clean sustainable code quicly

Web Technology



PHP SQL Javascript CSS HTML

I'm able to create a dynamic web site from scratch with server request

Computer Science



Algorithmmic C# C C++ Python Java

Global understanding of IT technologies and concepts

Soft Skills



Hard Worker Listening Thorough Smiling

Interest



Enjoying boxing and muscle-development exercises with friends
I love to go over my limits and surpass myself



I draw on computer during my free time
It helps me distress

Languages



STUDIES

2020 - 2022

Video Game development degree at Rubika, Valenciennes

2019 - 2020

Computer science license at the University of Lens

2017 - 2019

Two-year technical degree in computer science in Lens - Head of the class 🏆

WORK EXPERIENCE

April 2019 - July 2019

Internship abroad in computer science and mathematics (Japan 🇯🇵)

2017 - 2021

Student jobs

Currently looking for an internship in Video Game development