


# ANTONIN HERRERO

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INTERNSHIP GAMEPLAY PROGRAMMER  
from 4 to 5 months starting July 2021

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## EXPERIENCES

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### The Eldritch Funk

*school project*

*Oct. 2020 - Feb. 2021, Angoulême*



### Gameplay programmer

Investigation and exploration game in the 70's

- Developed with UE4 (Blueprint)
- Perforce



### Research work

*school project*

*July 2020 - Aug. 2020, Angoulême*

### Research on mesh shattering

Experimental work on an implementation of mesh shattering under real-time constraints (Unity, C#)



### Monstronome

*school project*

*Mar. 2020 - June 2020, Angoulême*



### Lead Dev

VR music management game where you act as a conductor

- Developed with Unity XR
- Development of the gameplay loop and the VR's interactions
- Audio integration with Wwise
- Git master
- Remote production because of lockdown: tools programming



### GEOMATYS

*internship*

*2018 (12 weeks), Montpellier*

### Front-end web developer

Production of web applications using map data (OSM API, AngularJS)

## DEGREES

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### CNAM-ENJMIN

*2019 - 2021, Angoulême*

### Master's degree in games and interactive media

Programming speciality (engine / gameplay / 3D / AI), multidisciplinary game studies



### Aix-Marseille University

*2018 - 2019, Aix-en-Provence*

### Bachelor's degree in Computer Science

Artificial intelligence speciality



### Aix-Marseille University

*2016 - 2018, Arles*

### Higher National Diploma in Computer Science

Computer graphics speciality

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### Programming languages

C# / C++ / JavaScript / Java

### Softwares

Git / Perforce / Unity / Unreal Engine 4 / Game Maker Studio

### Hobbies

Basketball / History / Video games

### Languages

French (native) and English (fluent)



Driving licence