

Simon Feugeas Gameplay Programmer

Contact:

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Website:

<https://simonfeugeas.xyz>

Skills:

C++/ C /C#
GLSL / HLSL
GO
Typescript
Lua

Unity
Unreal Engine 5
Git

Work Experiences:

Lead Gameplay Programmer - Kalank

03/2024 - 06/2025

SMURFS FLOWER DEFENSE : Unreal Engine 5, VR/MR, 3C, Gameplay, UI, Tool, Meta Quest

LUCKY LUKE VR FIBD 2025 : Unity, VR, Gameplay, Online (Photon), Tool, Meta Quest

NAKAMA TEMPLATE : Unity, Nakama, Docker, Online

OTHER : VR/MR experience for event, Unity Mobile Games

Game Developer Freelance- EMBRC

11/2023 - 02/2024

ODYSEE BLEU : Unreal engine 5, Optimisation, Gameplay, 3C, UI, PC

Gameplay Programmer Intern - DON'T NOD

03/2023 - 08/2023

OTHER : Unreal engine 5, Gameplay, 3C, UI, PC

Developer Intern - Nerial

06/2022 - 08/2022

REIGNS THREE KINGDOM: Unity, Fighting Gameplay, Tool, QA, Mobile

Projects:

Witchcraft Game Engine

C++ open source game engine project based on OpenGL and with minimal dependencies
OpenGL, GLSL, premake, ECS, Physics Engine

What's the Tea - ENJMIN PROJECT

Bike journey in a calm and colorful environment with tea and gossip
Unreal Engine 5, Gameplay, 3C, Shader

Filling Fighting - ENJMIN PROJECT

A 1v1 versus game in which you play Sepak Takraw as two bao dough
Unity, Gameplay, 3C, Shader, Cooking bao

Education:

ENJMIN - Master's Degree

09/2021 - 08/2023, Angoulême France
Master's Degree in Games and Interactive Medias Programming

Computer Science - Bachelor's degree

09/2018 - 06/2021
Bachelor's degree in Computer Science with an International Focus

Languages:

French : Native
English : B1

Hobbies:

Drawing
Reading (Fantasy)
Music (Guitar, Piano, MAO)
Cooking

Soft skills:

Curious
Love to Experiment
Benevolent