

# LOUIS HOUYEZ

## Gameplay Programmer

French Game Programmer Student at Rubika SupinfoGame.  
Work as **Game Programmer** and **VFX Artist**.  
I would like to learn more about **Game Mechanics** and **VFX**.

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Driver's License

**I'm Looking for an internship as Gameplay Programmer, I am available from July 2021**

## Projects

	October 2020 - Present	Unreal Engine 4
<b>Gameplay Programmer</b> <b>VFX Artist</b>	<b>Jivana</b> : It is my <b>graduation project</b> at <b>RUBIKA SupinfoGame</b> . In Jivana the player embodies Aélis, a priestess with the <b>ability to manipulate water</b> . With his powers the player <b>can resolve puzzles</b> to open the way for the <b>community</b> he is the guardian of. As <b>Gameplay Programmer</b> I am working on <b>Level Design Features</b> and as <b>VFX Artist</b> on <b>Water VFX / Shader</b>	
	March 2020	Unity
<b>Gameplay Programmer</b> <b>Tools Programmer</b>	<b>Tactibo</b> : A <b>tactical</b> turn based <b>game</b> . In Tactibo the player leads 3 heroes through different trials. As <b>Gameplay Programmer</b> I worked on <b>AI</b> and <b>Level Design features</b> , as a <b>tool Programmer</b> I created a <b>Level Editor</b> and an <b>AI Pattern Editor</b> .	
	October 2020 - February 2021	Unity
<b>Gameplay Programmer</b> <b>Technical Artist</b> <b>Project Leader</b>	<b>Blobz</b> : A <b>management Game</b> with <b>Clicker mechanics</b> ,an <b>original idea of mine</b> . As Gameplay programmer I worked on <b>the infrastructure system and the data communication within it</b> . Moreover I made some <b>tools</b> to help Game Designers.	
	December 2018 - June 2019	Unity
<b>Technical Game Designer</b> <b>Level Designer</b> <b>VFX Arstist</b>	<b>EFIR</b> : A mobile game where the player embodies a wind spirit and flies from one floating island to another by completing aerial puzzles. As <b>Technical Game Designer</b> , I <b>programmed Level Design Patterns</b> which I used to <b>build various Puzzles</b> . Moreover I made <b>VFX &amp; Shaders optimised for a mobile Game</b> .	

## Skills

### Advanced:

**Unity Engine** **UnityC#** **Shuriken(unityVFX)** **Visual Studio**  
**Amplify Shader** **GitHub** **Unreal Engine** **Unreal Blueprint**

### Intermediate:

**Game Design** **Level Design** **HLSL** **Suite Adobe**  
**Suite Office** **Shader Graph** **PopCornFX** **Niagara**

**Languages:** English Good Working Knowledge, French Nativ

## Professionnal Experience

July - August 2016: As an intern I worked on toy packaging, **Aggar Toys**, Douai, France

**3 summers** as **Summer camp Leader** (2015-2017)

## Education

### Sep 2019 - 2021:

Master's : **Game Programming & Management at Rubika SupinfoGame**, Valenciennes, France.

### Sep 2016 - Juin 2019 :

Bachelor's : **Game Design & Management at Rubika SupinfoGame**, Valenciennes, France.

### Juin 2016 :

High School Diploma (Major life sciences), Lycée Yves Kernanec, Marcq-en-Baroeul, France.

## Interests

### Series / Animation Films:

I really like watching Animes, Animated Series and animation Films (My favourites are: Full Metal Alchemist BrotherHood, Last Man, Princess Mononoke & SpiderMan into the Spider verse).

### Games:

I like competitive games with a lot of options/Theory Crafting : Legends of Runeterra, Guild Wars 2, League of Legends and Super Smash Bros. Ultimate.

### Sports:

I trained as a triathlete for 5 years then I trained for 4 years in a Atletism Club. Moreover I played Tennis for 2 years and Badminton(casual). I stopped training in the club when I started my Master's at Rubika but I jog often and workout.