Renaud Machecourt-Bourgeois

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Internship Gameplay Developer

Profile

Passionate about video game development, I joined a Master's program in Video Game Engineering and gained valuable experience as a developer trainee. My training and background enable me to master Unity/C# and Unreal/Blueprint/C++, two essential skills for a gameplay programmer. I'm determined to create immersive and innovative experiences. My goal is to join a dynamic team where I can use my technical skills and my passion for video games to contribute to ambitious projects.

Studies

Master in Video Game Engineering Sept. 2023 to June 2025
University Lumière Lyon 2, Lyon, France
Formation Gamagora

Erasmus Jan. 2023 to June 2023
Linnæus University, Växjö Sweden
Erasmus exchange between Bordeaux University and Linnæus University

Bachelor's degree in Computer Science International course Sept. 2020 to June 2023
University of Bordeaux, Bordeaux, France

Professional experiences

Web Developer Internship June 2024 to August 2024
Le Castell Canet, Canet-en-Roussillon, France
Development of a complete website, from design to deployment, taking charge of front-end and back-end development tasks.

Assistant de Travaux Pratiques Sept. 2022 to Dec. 2022
University of Bordeaux, Bordeaux, France
Teacher's assistant for a python course - First year level

Stage June 2017 to July 2017
DFI Informatique, Les Sables d'Olonne, France

Personal informations

Date of birth
June 23, 2002

Website
itschocapic.github.io

LinkedIn
linkedin.com/in/renaud-machecourt-bourgeois/

GitHub
github.com/iTschoCapic

Skills

Unity / C#

C

Unreal / Blueprint / C++

Java

Languages

French

English

Interests

■ Video Games

■ Chess

■ Karate