



Jules MINGUET

Engine and Gameplay programmer

Looking for a job

CONTACT



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Grabels, France



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Hrothgor



Hrothgor.github.io

ABOUT ME

24 years.

Driving license B

Sports practiced

Hand-Ball (Championnat
départemental Sénior)

Snowboard

Hobbies

Video games

Training

2022 - 2023

- 1 year at Monash University in Australia. I went to this school as an exchange to improve multiple skills (English, Algorithm and Math, Multithreading, Game Programming ...)

2019 – 2022 - EPITECH Montpellier (private computer school)

- Multiple development projects in C, C++, Haskell as part of my training (linux, mathematics, graphics, etc.). See Github account.
- Multiple Graphic-oriented personal project. See portfolio (<https://hrothgor.github.io/>).
- Realization of my own graphic engine in OpenGL that I reuse in my graphic projects.

2018 – 2019 - Prepa Joffre (public school)

Preparatory class for the Grandes Ecoles, PC series at the Joffre high school in Montpellier

Experiences

2024 – Ubisoft full time Engine programmer (6 month)

- Worked on a AAA homemade engine.
- Working professionally with C++, and perforce for version control.

2023 – Midgar Studio full time Gameplay programmer (6 month)

- Gameplay programmer in a studio of 30 people.
- Significant contribution in the development of a game.
- Working professionally on Unreal using C++, and git for version control.

2022 - 2023 – Monash, Clayton Australia

- ‘Game Design’ and ‘Game Programming’ units, working 2 different games on Unreal.
- ‘Parallel Computing’ improving my multi-threading knowledge in C/C++.
- ‘Algorithm and Data Structure’ unit, learning how to optimize algorithm and working behind a certain Big O notation (for sort or pathfinding for example)

Skills

Professional

Relational

Communication

Team spirit

Rigorous

Technological

C

C++

Unreal

Unity

C#

OpenGL

Haskell

GLSL

Python

QT

Linux

Assembly

Languages

- English Fluent, lived 1 year in Melbourne (850 equivalent TOIC)
- Spanish Read and Understood
- French Native language