THOMAS LEGAL
Gameplay Programmer

Currently looking for an **internship** or a more durable **position** to complete my training as a 3rd year **student** in video **game development** and make good use of my skills on a much larger scale.

EXPERIENCES

MAKINA - October 2021 to present - 7
- Asymmetrical Gameplay Programming (PC & VR)
- Network Programming between PC & VR
- Game Design on both platforms

THE LAST TRINITY - May to June 2021 - 8
- Gameplay Programming 3C (Third-Person)
- Procedural Puzzle Programming
- Gameplay Programming AI

GAME JAMS as a programmer
- **Hyteresis**
  - Optimized Level Building Tool & Personalized Physics
- **Oh My God ! It's Human-Eating Cakes !**
  - Procedural Infinite Levels
- **Hell Factory**
  - Learned Unity 2D

SOFTWARE

- Unity
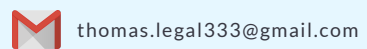- Git/Github
- Jira
- Excel

LANGUAGES

- C#
- C++
- French - Native
- English - Fluent

CONTACT

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- Thomas "Blue" Legal
- thomaslegalportfolio.com
- Blue_GD

EDUCATION

ETPA - 2019 - 2022
VIDEO GAME CONCEPTION & REALISATION BACHELOR
Specialization in Programming

SKILLS

Teamwork
Versatility
Fast Learning
Adaptability
Analytic

HOBBIES

- Tabletop Role-playing (Dungeon Master)
- Comics (Franco-Belgian)
- Board Games (Hidden roles)
- Hip Hop (Alternative)