Camille Cros

Gameplay Programmer & Computer Science Engineer

Address
Montreal,
(QC) Canada

LinkedIn
linkedin/**camille-cros**

Mail
cros.camille31@
gmail.com

Portfolio & Git
cros-camille.ovh
github.com/xKr0

Universities
UQAC
Université du Québec
à Chicoutimi

SNU
Seoul National
University

INSA
Institut National des
Sciences Appliquées
de Toulouse

Objective

I am currently working as **Gameplay Programmer** at Ubisoft Montreal. I am interested in opportunities in Gameplay/AI programming or software development (preferably in relation to video games).

Work Experiences

2018 - Now   **Gameplay Programmer on Assassin's Creed Valhalla**   Ubisoft (Montreal)
Development of a AAA game, using C++ and a proprietary game engine. As a Gameplay programmer on the AI Core Team, my primary focus is on AI systems and NPC behaviors. Working in a large team means I get to interact with professionals from various areas of expertise in the video game industry.

Sum. 2017   **European Research Project on IoT & Semantic Web**   LAAS (Toulouse)
Ontology alignment and integration of a query system as part of a European data sharing project for Internet Of Things (IoT). I used technologies for Semantic Web, web protocols and languages such as SPARQL and Java.

August 2014   **IT Department Intern**   IFRSkeyes (Colomiers)
Internship in the IT Department with tasks such as computer maintenance, DNS migration and OCS agent installation on Linux server. I was placed within a team of Senior Computer Science engineers.

Education

2017 - 2019   **Master's Degree in Video Game Development**   UQAC (Chicoutimi)
Dual degree program agreement between UQAC and INSA de Toulouse. I acquired various technical skills in video game development and enrolled in the 2018 Ubisoft Game Lab Competition.

Winter 2016   **Semester Abroad In Computer Science Department**   SNU (Seoul)
Exchange student program agreement between INSA and the Department of Computer Science and Mathematics of SNU. I discovered a new culture and improved my object-oriented skills with Java and C++.

2013 - 2019   **Master's Degree in Computer Engineering**   INSA (Toulouse)
5-year formation in Engineering with both theoretical and technical approaches. I added an extra year by enrolling in a dual degree program with UQAC. I officially graduated in 2019 as a Computer Science Engineer.

Skills

Languages
French ★★★★★
English ★★★★☆
Japanese ★★☆☆☆
Spanish ★☆☆☆☆

Programming
C/C++ ● C# ● Java ● Unity3D ● UE4 ● SQL/SPARQL ● HTML5/CSS3 ● LaTeX

Tools
Visual Studio ● Perforce ● GitHub ● Trello ● IntelliJ ● Eclipse ● Photoshop

Projects

Interests
Video games,
Japanese culture,
Sciences,
Storytelling,
& Drawing

2018 - Now   **Assassin's Creed Valhalla**   *Anvil (proprietary engine)*
Lead by Ubisoft Montreal and in collaboration with multiple studios around the world, we are bringing the new entry in a world-renowned IP. *Assassin's Creed Valhalla* is an open-world adventure game set in a Viking fantasy.

Early 2018   **VR Project: Human Sensing Experiment**   *Unreal Engine 4*
Using Unreal Engine 4 and HTC Vive, our team of three programmers has developed a 3-room experiment based on the Human Senses. My room aims at testing the user's 3D hearing ability.

Winter 2017   **M.A.R.V.I.N.: Design & Production Of A Game Prototype**   *Unity3D*
Redaction of professional documents and development of a casual-shooter game prototype in 4 weeks. I worked on various features for *M.A.R.V.I.N.* including the implementation of AI, interactibles and UI.

Spring 2017   **Orogue: Implementing AI Using Multi-Agents System**   *Java*
Rogue-like game on which I worked on movement, memory and data processing systems for the enemies AI. I also participated in establishing in-between agents communication.

Challenges

Early 2018   **Competitor in the Ubisoft Game Lab Competition**   *Unity3D*
Programmer and co-Artistic Director of *Penguin Panic!*, a multiplayer game where the North Pole went adrift and it's up to you to bring it back to its rightful place. Each player will play as a penguin, leading its own colony. I've worked on most gameplay mechanics and part of the level design. Our prototype won *Best Technical Challenge and Innovation Award*.

March 2018   **Winter WonderJam, feat Ubisoft Saguenay and Beenox**   *Unity3D*
Programmer on *Rainbow Sheep*, a game where the player must manage a flock of multi-coloured sheep that you can combine to create all new colours! The game is currently available on GameJolt.

Oct. 2017   **Autumn GameJam: One Game, 48 hours**   *Unity3D*
Programmer on *Super Salaryman 2049*, an arcade/sim game where the player must choose the most suited job for each unemployed superhero. First game entirely produced with Unity3D and published on GameJolt.