



CAMILLE CROS

Senior Gameplay Programmer

Experience

Senior Gameplay Programmer **2025 - Present**
Unannounced Project at Compulsion Games

- Onboarded to the **Game AI team** for our new project on **Unreal Engine 5**
- Prototyped AI behaviors, player abilities and gameplay systems such as rewards and interactions
- Gained experience in writing **technical design** for my systems

Senior Gameplay Programmer **2021 - 2025**
South of Midnight at Compulsion Games

- Joined a new team to work on a AA game using **C++** and **Unreal Engine 4**
- Adapted to a more **generalist profile**, tackling gameplay systems and mechanics while also delivering UI features (HUD)
- Promoted to **Senior Gameplay Programmer** during the project

Gameplay Programmer **2018 - 2021**
Assassin's Creed Valhalla at Ubisoft Montreal

- Started my journey on a AAA game, using **C++** and a proprietary game engine
- Focused my work on **AI systems** and **NPC behaviors**
- Interacted daily with a large multidisciplinary team

Education

Master's Degree in Video Game Development **2017 - 2019**
Université du Québec à Chicoutimi

- Enrolled in a dual degree program agreement between UQAC and INSA
- Learned technical skills in **video game development**
- Competed in the 2018 **Ubisoft Game Lab Competition**

Master's Degree in Computer Engineering **2013 - 2019**
Institut National des Sciences Appliquées de Toulouse

- 5-year formation in Engineering with both theoretical and technical approaches, including **object-oriented skills** with Java and C++
- Spent a semester abroad in Seoul as an exchange student in **Seoul National University**
- Officially graduated in 2019 as a **Computer Science Engineer**

Awards

South of Midnight at Compulsion Games **April 2025**
Our soulful adventure game was nominated and won multiple awards including **"Games for Impact"** at the Game Awards, a Bafta for **"New Intellectual Property"** and **"Game of the Year"** at the Canadians Games Awards.

Penguin Panic! at Ubisoft Game Lab Competition **April 2018**
A multiplayer arcade game we made in 10 weeks with **Unity3D** using **C#**. I worked on most gameplay mechanics and part of the level design. Our team won the award for **"Best Technical Challenge and Innovation"**. and was nominated for both "Best 3Cs" and "Jury's Choice".

About Me

I'm a Gameplay Programmer with 7+ years of experience in the industry. What I like most about my job is being able to work on projects I feel passionate about and collaborate with Game Design to create the coolest gameplay experience!

I've worked on Gameplay, Game AI and UI and I enjoy the flexibility to help my team where needed. I've also taken an interest in Accessibility and I strive to take this perspective into consideration when bringing mechanics to life.

Contact

+1 514 608 1425

cros.camille31@gmail.com

Montreal, Canada

linkedin.com/in/camille-cros/

Languages

French (native)

English (fluent)

Game Engines

Unreal 4 and 5

Unity3D

Anvil (proprietary engine)

Interests

Video Games, Reading (Fantasy & SciFi), TTRPG, Travelling