




Alsac Theophile

Gameplay Programmer Intern - 2,3-month internship (February to April 2026)

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Projects

- Game Week | Burning crown, Unreal Engine 5, blueprint, game jam** 09/2025 – 09/2025
- Created the camera system.
 - Implemented all audio in the game.
 - Set up animations.
 - Integrated the cinematic sequence.
 - Developed the player attack.
- Platformer | Space Mess team, a Unity game, School project** 01/2025 – 02/2025
- Created the save system for encrypted game data and login.
 - Developed the player's horizontal movement.
 - Created the script linking to the player's animation.
 - Resized the UI for mobile.
 - Assisted the Game Art team in integrating their design into Unity and Git.
- Flight Simulator Rafale,** 01/2025 – 02/2025
INTERNSHIP ENTRY PROJECT 20h of production, 10-15h of documentation
- Created the technical documentation.
 - Researched information about flight physics.
 - Developed the simulator code.
 - Tested values.
 - Structured the work.
- Watch you Like solo, IOS application developed on xcode Swift UI, SQL, PHP, API connection** 2020 – present
- Connect to the TMDB(The movie database) API.
 - Create an SQL database for user data.
 - Develop an API to access the SQL database.
 - Create all the code of the application

Professional Experience

- Gameplay Developer (Tower Defense project, internship), TEREBRIS, Unity, C#**
06/2025 – 07/2025 | Evry-Courcouronnes, France
- Integrated new assets.
 - Designed and implemented gameplay mechanics.
 - Refined game feel to enhance immersion.
 - Prepared an enriched player experience.
- Responsible for application tests (Work-study programme) solo,**
SPE7, Java script, php, cypress, nginx, linux
09/2021 – 09/2024 | Villebon sur Yvette, France
- Create the platform.
 - Create the code to lunch tests.
 - Generate test report.
 - Communicate the return of the test
- Computer technician in team,**
ASHLoc, tplink, cisco, windows server
09/2020 – 06/2021 | Palaiseau, France
- Solve network problem.
 - Install new materials.

Education

- Associate Degree in Game Design & Programming (3nd year), Isart Digital**
09/2024 – present | Paris, France
- Learn programming.
 - Use editors (unity, unreal engine).
- Associate Degree in computer science general, Campus Montsouris**
09/2020 – 08/2024 | Paris, France
- Learn networking aspect.
 - Create compagny IT.
 - Communication between computer and program.
- French Baccalaureat (French equivalent of High School diploma), Lycee Henry Point Carée**
2019 – 2020 | Villebon sur Yvette, France
- development | maths option.

Languages

- French - Native language
- English - Professional proficiency

Skills

iOS Application Development | Unity Development | Test Platform Development | Web application Development |
Game Programming | Software Documentation | Computer network | Unreal Engine 5