Clément Pagnier

Gameplay Programmer

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📅 22 years old

🛞 Driving License

My portfolio : https://www.clempagnier.com/

PROFILE

I am a final year Game Programming student but I am above all a curious and passionate game developer. When I started programming alone 8 years ago, I discovered a new passion which continued to grow year after year.

SKILLS

- Prototyping
- Unity / Unreal Engine 5
- C# / C++
- 3C Design / Programming
- Code architecture and organization
- Git / Perforce

Teamworker Sociable Open-minded

Productive Proactive Eager to learn

INTERESTS

- Video games : Rocket League, PAYDAY 2, Ark
- Music production : Electronic music, techno
- Event planning : Techno association founder & president
- Sport : Swimming, jogging, tennis

LANGUAGES

French Native language

English Fluent

EDUCATION

2022-2024
Valenciennes, France
Master 2 Game Programming | Current grade
Rubika Supinfogame Valenciennes

2019-2022
Valenciennes, France
Game Design Bachelor
Rubika Supinfogame Valenciennes

WORK EXPERIENCE

BRETAGNE PRODUCTION INTERNATIONAL (BPI STUDIO)
Gameplay Programmer - Intern
July. 2023 - Aug. 2023
Remote work
- Developped a game prototype on UE5 for arcade
- Set up workflow and supervised art integration
- Designed and programmed all the game's mechanics

VEX SOLUTIONS
Gameplay Programmer - Intern
July. 2022
Louvain-La-Neuve, Belgium
- Prototyped VR game mechanics
- Integrated final UI for 3 different games

"LA PYRAMIDE" ASSOCIATION
President
Since Jan. 2022
Valenciennes, France
- Organized events between 60 and 500 people
- Managed association's members and volunteers

FISHING CACTUS
Job shadowing – 1 week
June. 2017
Mons, Belgium
- Confirmed my will to work in video games