

# **CURRICULUM VITAE**

## **Vincent LABELLE Programmer**

Born on June 29<sup>th</sup>, 1988 (27 y-o)

French nationality  
Marital status : Single

5, avenue de Birmingham  
69004 LYON /// FRANCE  
Tel. : +336 84 49 50 08  
Mail : vince.labelle@gmail.com

### **TRAINING AND DIPLOMAS**

2005 : High school diploma in sciences, grade B pass

2009 : Bachelor's degree in Fundamental and Applied Mathematics

2010 : Secondary School Teaching Diploma in Mathematics

2014 : Bachelor's degree in Computer Programming, specialized in video games (school : Creajeux, Nîmes, France)

### **LANGUAGES**

English (professional level)

French (native)

### **PRATIQUE INFORMATIQUE**

- Languages C, C++, C#. Notions with Action Script 3
- 3D engines Unity and Unreal Engine, 2D libraries SDL and SFML, 3D libraries Direct X and Ogre, Oculus Rift
- Geometry softwares, musical production softwares, algorithmic softwares

### **EXPERIENCE PROFESSIONNELLE**

From Dec. 2014 to May 2015	G-OLD PRODUCTIONS (Lyon, FR)	Unity (C#) and Unreal Engine (C++)
From June to Dec. 2014	POLM STUDIO (Angoulême, FR)	Unity (C#), C++, research & development
2013	ECOLE DES MINES D'ALES (Nîmes, FR)	Ogre (C++) programmer, research & development
From Sept. 2011 to June 2012	ACADOMIA (Montpellier's area, FR)	Private mathematic teacher
From Sept. 2010 to April 2011	COLLEGE RENE GOSCINNY (Vaires-sur-Marne, FR)	Qualified mathematic teacher

### **HOBBIES**

Video games (playing and creating), music (listening, playing and composing), hosting (blog, radio, podcast), sports, party games, general knowledge games

# RELEASED GAMES

## Spirit Of War : The Great War

<http://store.steampowered.com/app/352190>



Studio : G-Old Productions

Gear : PC, iOS

Genre : Turn-based strategy game. 1 player + IA / Local multiplayer

Engine : Unity 4.5 (C#), NGUI interface.

My work : Hired in the studio at the end of the production, I only did debug tasks and minor functionalities adding : Facebook / Twitter buttons for the Android version that won't be released at last, loading percentage, images size proportion, etc

# Panic Manor

<http://www.creajeux.fr/projet/panic-manor/>



Studio : Student project (late 3<sup>rd</sup> year) created at CreaJeux

Gear : PC, downloadable on the link above

Genre : Online multiplayer survival horror, 3D

Engine : Unity 4.5 (C#)

My work : Lead programmer on this project, I was the programmers team manager. I also participated in programming on several points :

- Core gameplay : character's attack, lifepoints management (damages taken after a hit or after a run against a wall, progressive healing,...), torchlight and other interactions.
- All of the audio programming + sound realization and music composition
- Rooms and items integration
- Character physics setting
- Localization system / dictionary
- A bit of the in-game network programming
- Debug

## Other projets

– **Seven Years Bad Luck** : <http://guillaumepastor.com/portfolio/7-years-bad-luck/>

Jam game, realized with C++ (SFML, Visual Studio 2010). A remake is currently in progress.  
Genre : reflection, 2D

In a team composed by only 2 programmers, I developed the game design and the level design. I coded the symmetries system, physics, animation, etc. I created, composed and integrated the sounds and the musics.

– **Samael** : <http://guillaumepastor.com/portfolio/samael/>

Jam game, realized with C++ (SFML, Visual Studio 2012) with the help of Tiled Map Editor.  
Genre : 2D platformer / constraint «Commodore 64-looking game »

In a team composed by 2 programmers and 1 artist, I participated to game design and level design. I notably coded animations integration, the interaction between the character and the ladders, the gameplay with objects and traps, and enemies' IA. J'ai participé au game design et au level design. J'ai notamment réalisé l'intégration des animations, l'interaction du personnage avec les échelles, et le gameplay des objets, des pièges et des ennemis. I created, composed and integrated the sounds and the music.

– **Pigeon Connection** : <http://ludumdare.com/compo/ludum-dare-30/?action=preview&uid=40722>

Jam game (Ludum Dare), realized on Unity with C#. The game is not finished.  
Genre : exploration

I basically worked on music, sounds and the integration of those. As a programmer, I coded the menu, the planets attraction on characters according to their types and weights, and the fact that the music is evolving with your location in space.

*+ several student projects, by myself :*

- a Asteroids-like in C++ with SFML (Visual Studio 2010)
- a particules generator, 3D under Direct X (Visual Studio 2010)
- a Warcraft 2 mod in C++ with SFML (Visual Studio 2012), including IA etc