THÉO LE GAC-DUFLY

STUDENT DEVELOPER

CONTACT INFORMATION

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PROFESSIONAL SKILLS

C
Lua/Löve2D
Notions of Python
Notions of C++
Architecture Entity Component System
SDL
Fluent English
Native French
Notions of game design

HOBBIES AND INTERESTS

Game design
Reading (social satire, fantasy, thriller, science-fiction, documentary)
Video games
Science et technologies
Scuba diving

EDUCATION

- **Studies at School 42** (2016 - Ongoing)
- **Bioinformatics bachelor's degree - Université Paris Diderot** (2014)
- Scientific high school diploma (2010)

PROJECTS

- **What do YOU want?** - Ludum Dare Jam 44 entry with "Your life is currency" as a theme (Lua)
- **Dance Dance Sacrifices** - Ludum Dare Jam 43 entry with "Sacrifices must be made" as a theme (Lua)
- **Swap'em Up** - GMTK Game Jam 2 entry taking from Beat'em Up genre but respecting the constraint to remove one crucial mechanic usually found in said genre (Lua)
- **Nether Flood** - Ludum Dare Jam 42 entry taking a minimalist approach of the "Running out of space" theme (Lua)
- **RT** - 3D renderer using ray tracing and featuring light refraction and reflection, texture wrapping, Perlin noise, normal perturbation, multiple light sources, moving cameras and more, all of which are accessible through an interface. (school project, C)
- **Wolf3D** - software generating an explorable environment from a text file using ray casting (school project, C)
- **Fractol** - in-depth fractal visual explorer (school project, C)

WORK EXPERIENCE

- **Customer advisor – Décathlon France** (2015-2016)
- **Taxi bike driver/tourist guide – Freelance** (2013-2014)
- **Fast food worker – KFC France** (2012-2013)
- **Youth leader – Day care centers/Summer camps** (2011-2012)
- **Administration assistant – Acadomia** (Summers 2010 and 2011)