

Pavel VERBEL

24 rue Paul Bert
93100 MONTREUIL
France
+33695528585
p.verbel@free.fr

Video game developer

Looking for work as **Gameplay Programmer** or **Game Designer**

Experience

2018 - 2022 : Gameplay Programmer, Ubisoft Paris Mobile

NDA covered projects - C#, Unity

- Creation of complex game systems in the context of a large video game
- UI development & integration
- Completion of features relying on network exchanges
- Work as the sole programmer on a prototype project

2018 - 2022 : Game jam projects

Diverse projects: roguelike, arcade, action

Various roles from project to project: programmer, game designer, pixel artist

2017 : Internship as Programmer in Virtual Reality, IBISC Lab

Rehab application on Leap Motion, Kinect, Oculus - C#, Unity

2016 : Internship as Game Designer and Gameplay Programmer, Ethereal World

MMO project - C#, Unity

2014 - 2018 : Student projects

Various video game and virtual interaction projects - C# & Java

Creation of a tabletop game as part of a Game Design MOOC

Study and implementation of labyrinth procedural generation algorithm - Python

Studies

2015 - 2018 : Engineering school, specialization in video games and digital interactions, ENSIIE

Equivalent to a Master's degree in Computer Science

2012 - 2015 : Preparatory classes to engineering schools

Math & Physics advanced courses, Computer Science option

2012 : High school degree, science specialization

Languages

French - *native*
Russian - *native*
English - *fluent*
German - *basic*

Skills

Coding Languages : C#, C++, C, Java, Python, Bash, SQL
Web : HTML, CSS, PHP, JavaScript
IDEs : Unity, Visual Studio
Art : Photoshop, Aseprite

Hobbies

Roleplaying games *player, game master, system designer*

Video games *various game, preference for turn-based games, narrative games, and games offering rich build options*

Art *pixel art, drawing, image manipulation*