



AXEL PUZENAT

Gameplay programmer | Game designer



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www.axelpuzenat.com

SOFT SKILLS

Communication
Team work
Proactive
Autonomy / organized
Adaptation
Agile methods (SCRUM)

LANGUAGES

French Native
English Professional
→ TOIEC 935
Spanish Knowledge

HOBBIES

Sport
Climbing, archery, football (five)
E-Sport
Organizing, player, host
Music
Piano, bass, drums, composing
Streaming
Sharing my passion, animation,
meta & games analysis,
video editing



EDUCATION

Game Design & Programming - Bachelor

ISART DIGITAL PARIS

2017 - 2021

Programming: C#, Haxe, Javascript, HTML/CSS, AS3
Game Design, UI/UX, Level design, Juiciness

Sciences - High school diploma

Physics specialty and music option



EXPERIENCE

Gameplay Programmer

GAMELOFT

July 2022 - Now

Developing Multiplayer Competitive game
UE5 C++ / BP, Engine R&D, rollback and
resimulation, Unity C#, market tools...

Gameplay Programmer

VOODOO.IO

May 2020 - July 2022

Developing Hypercasual games
Unity C# development, game design, data and market
analysis, marketing videos, tools development.

Gameplay Programmer

DUCKYGAMES

September 2019 - February 2020

Developing Hypercasual games.
Unity C# development, data and market analysis

Designer Developer

MEDIATRANSPORTS

May 2018 - March 2019

Developing apps for commercial use
Video editing, graphic design and photo editing.



SKILLS

Programming languages

C#, C++, Blueprint, Haxe, Javascript, HTML/CSS,
AS3

Softwares

Unity	Office suite	Jenkins
Unreal	Adobe suite	Miro
Git / SVN	Atlassian suite	Confluence
Perforce	Maya	HelixSwarm