



# AXEL PUZENAT

Gameplay programmer | Game designer



axel.puzenat@gmail.com



+33 6 80 34 16 31



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  
Unreal  
Git / SVN  
Perforce

Office suite  
Adobe suite  
Atlassian suite  
Maya

Jenkins  
Miro  
Confluence  
HelixSwarm