

Christophe  
Largilliere

Games  
Programmer -  
Unity 3D, C#, C++



42 years old - Driving License -  
Austin United States (Texas)

Game Programmer

Unity Programmer

Mobile Game Programmer

Software Engineer

## CONTACT

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## ABOUT ME

Hi !

I'm a games programmer with more than 10 years of experience in the video game industry, using Unity, and Object-Oriented Programming in C++ and C#.

I've graduated in a MSC of Computer Science and Management, and have previously worked as Project Manager, Mathematics Teacher, Webmaster or Software Engineer.

I am located in Austin, TX and eligible to work in the US.



LinkedIn

## PORTFOLIOS

### Worlds Adrift (Unity, C#, Scala)



Unscripted sandbox MMO with real-time physics

- UI/UX Programmer
- Client/Server (Inventory, Craft)
- Debug, optimization

Technical environment: Unity, C#, Scala

#### Website

<https://www.worldsadrift.com>

### Decksplash (Unity, C#)



3 vs 3 arcade-multiplayer turf-war game

UI/UX Programmer

Technical environment: Unity, C#

#### Website

<https://www.decksplash.com>

## Ghostbusters Puzzle Fighters (Unity, C#)



Free-to-play puzzle/card game in the Ghostbusters universe, developed with Unity

Lead UI/2D Programmer

- ▶ Scalable 2D framework, using the new Unity UI: pixel-perfect layout on all devices (one scene fits all)
- ▶ Gameplay and Deck/Card management
- ▶ Third-party library/plugins integration (In-app purchases, Analytics, Facebook...)
- ▶ iOS native plugins
- ▶ Debug, optimization

Technical environment: Unity, C#, C++, Objective-C

Website

<https://itunes.apple.com/app/id945641487>

## Snoopy's Sugar Drop (Unity, C#)



Free to play puzzle game under the Peanuts license, made with Unity, available on iOS and Android.

I was responsible for:

- ▶ Map menu system
- ▶ Easy-to-use Sound manager
- ▶ Facebook features (Facebook connect with official Unity 3D plugin, requests, in-game mechanics, save/restore game)
- ▶ In App purchase
- ▶ Analytics (C++ plugin)
- ▶ Third party libraries (Fiksu, Chartboost)
- ▶ Versioning using SVN and not asset server (UVC plugin)
- ▶ Google Play setup and submission

Website

<https://itunes.apple.com/app/id842703281>

Creation date

01 May 2014

## Snoopy's Candy Town (C++ / Lua)



Snoopy's Candy Town is a freemium game where you manage a candy factory, making candies, delivering them and helping Charlie Brown in his campaign to the school election.

<br><br>

My responsibilities were:<br>

- ▶ Easy-to-use Sound system<br>
- ▶ Game tutorial<br>
- ▶ Debug and optimization<br>
- ▶ LUA scripting for UI<br>

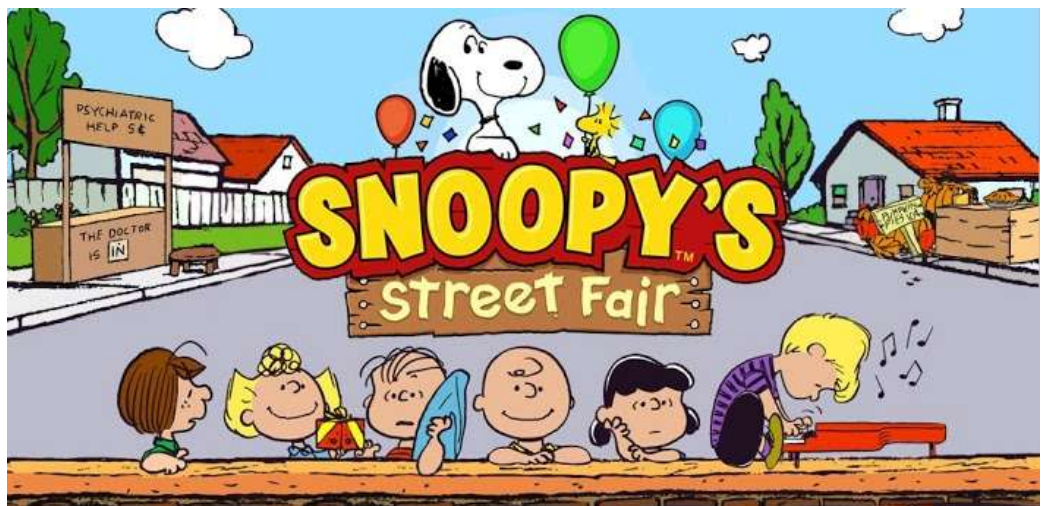
Website

<https://itunes.apple.com/nz/app/snoopys-candy-town/id761249039?mt=8>

Creation date

01 Dec 2013

## Snoopy's Street Fair (C++ / Objective-C)



Snoopy's Street Fair is a freemium village game where you set up a fair by placing manned and unmanned stalls in the Peanuts' town.

Website

<https://itunes.apple.com/en/app/snoopys-street-fair/id474517295?mt=8>

Creation date

01 Jan 2013

## Tomobile Racing (Unity, C#)



Tomobile is a cross-platform racing game, available on iOS, Android, and Web/Facebook, developed with Unity.<br>

<br>

I have programmed the menus (navigation, connection to data and multiplayer servers) and gameplay (race manager, bonuses, checkpoints).<br>

I also developed the Facebook connection for the 3 platforms.<br>

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Multiplayer is managed by a SmartFox 2X server, and a custom extension that I have developed.

### Website

<http://tomobileracing.inwi.ma/>

### Creation date

01 Jan 2012

## MedFire (Unity, C#)



MedFire is a Serious Game about forrest fire sensibilisation, developped with Unity and C#.

I first had to develop a real-time realistic fire propagation algorithm. Using scientific studies, I programmed this algorithm and the data structures used (ground cell adjacency graph, LOD quadtree).

This programming included real time constraint, while being realistic, but also LOD for strategy and IA.

Once this propagation started, I programmed in parallel the artificial intelligence of NPC going with the player, based on the real strategies of firemen for fighting fires. The AI includes firefighting strategy with corresponding state machines, and pathfinding.

At last, the game terrain is rebuild from IRL land, from pictures taken in helicopter, and from data given by a land segmentation tool which recognises vegetation types. I developped a Unity Editor tool to rebuild the terrain from those datas, by defining heightmap but also ground textures and vegetation billboards.

### Website

<http://www.medfire.org>

### Creation date

01 Jan 2011

## Orangina Trip Poker mini games (Node.js)



Development of several server-side mini games in Node.js :

- Roulette
- Fortress

### Website

<http://www.orangina-trip-poker.com/>

### Creation date

01 Jul 2012

## EXPERIENCES

### Software Engineer

Electronic Arts - Since January 2018

### Game Programmer

Bossa Studios - March 2016 to May 2017 - London - United Kingdom

- UI/UX Programmer using Unity / C#
- Client/Server (Inventory, Craft) using C# and Scala

### Senior/Lead Mobile Game Programmer

Beeline Interactive (Capcom Mobile) - January 2013 to February 2016 - Full-time - London - United Kingdom

- Senior Games Programmer :
  - Game programming using C++, Unity 3D / C#
  - Plugin integration and development in Unity (Facebook SDK, Fiksu, In-App purchase, analytics, etc.)
  - Tools programming
  - Software architecture
- Team Lead :
  - iTunes and Google Play submission process
  - Team monitoring (good practices, profiling and optimization)
  - Interaction with other teams (Producers, QA, Artists...)

## Unity Game Programmer

Indeego Games - December 2009 to December 2012 - Full-time - Marseille - France

- Development of games, serious games and software, using Unity 3D
- C# and C++ objet-oriented programming
- Fast game prototyping with Agile methods (Scrum)
- Projet Management assistant : project planning, project steering meetings, customer needs
- Web service providing (PHP/MySQL, webplayer Unity 3D)
- Software architecture

## Web Project Manager

Digitick - June 2009 to October 2009 - Apprenticeship - Marseille - France

- Management of ticket dispensers deployment (Sports services of city of Arles,Olympique de Marseille football club ticketing)
- Final user formation
- Customer relationship, events content management in the website

## Webmaster

Nouvelle Vision - October 2008 to May 2009 - Apprenticeship - Marseille - France

- Owner assitant : New version of website (Specifications, Tests, Service provider relationship)
- e-Marketing : Conception and sending of promotionnal offers
- Content management
- Customer relationship, Technical assistance

## High school mathematics teacher, monitor

Education Nationale - August 2004 to August 2008 - Full-time - Marseille - France

- Mathematics teacher : 2006 - 2008
- Monitor : 2004 - 2006

## Research and Development Engineer

CGBI group - January 2001 to June 2002 - Full-time - Issy-les-Moulineaux - France

- Client/Serveur programming (C++ / Oracle)
- Software maintenance (COBOL / AS400)
- Progiciel migration and test (HR Access)

## EDUCATION

### Master Project Manager Information System, speciality Multimedia

**GROUPE4**

September 2008 to June 2010

Part time training formation in Engineering and Management

2nd year project (3D animation movie) : 3D Infographist, project cost and progress reports

3rd year project (Serious Game developped with Silverlight) : Project Direction, Expression  
Blend programming

### Eq. Bachelor of Mathematics

**MARNE-LA-VALLÉE UNIVERSITY**

September 2005 to June 2006

### Bachelor of Computer Science

**MARNE-LA-VALLÉE UNIVERSITY**

September 2001 to June 2002

# SKILLS

## Video Game programming

- ▶ Middleware Unity 3D (6+ years) - NGUI, SVN, Facebook integration
- ▶ Gameplay programming
- ▶ Problem solving (Algorithmics, Pathfinding, State Machine...)
- ▶ 3D Mathematics
- ▶ Multiplayer with Smartfox Server 2X
- ▶ Tools programming (in-app purchase, integrated terrain generator within Unity)
- ▶ Video Game Software Architecture
- ▶ Microsoft technologies : XNA Game Studio, Expression Blend, Silverlight, Microsoft Surface
- ▶ Notions of Blender

## Programming Languages

- ▶ Object Oriented Programming
- ▶ C# language
- ▶ C++ language and STL
- ▶ Web programming : PHP, Javascript
- ▶ SQL Database
- ▶ Notions of Flash (Action Script), Java

## Project Management

- ▶ Project planning and reporting - MS Project
- ▶ UML, MERISE modelisation
- ▶ Project methodology : PMI, Agile
- ▶ Ability to analyse and summarize
- ▶ MS Office

## Languages

- ▶ English - read, written, spoken (eq. 910 TOEIC)
- ▶ German - school level