Julien CREPIN

DEVELOPER

With over 3 experience years in video game development, I've taken part in numerous productions and acquired solid problem-solving skills.

Organized, autonomous and curious, I know how to integrate into a multidisciplinary team and be a driving force for proposals.

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in/julien-crepin/

Portfolio

Anglais : fluent
Espagnol : notions

HOBBIES

Volunteering in sports associations since 2010: taking part in club meetings and helping to prepare and run events (tournaments, village festivals, …),

Very sports-oriented, I have played many team and individual sports (judo - 3 years, gym - 5 years, soccer - 10 years, volleyball - 20 years, ...).

In my spare time, I like to play video games and read manga.

CURSUS

2019 - 2021 - Master's of Game Programming and Management - Supinfogame Rubika in Valenciennes (59) – France

2018 - 2019 - 1st year of Computer Sciences Master's - Faculté des Sciences Jean Perrin in Lens (62) – France

2015 - 2018 - Computer Sciences Bachelor - Faculté des Sciences Jean Perrin in Lens (62) – France

EXPERIENCES

02 - 12/2024 - Game Programmer (Unity)
Virtuallyz Gaming - Aix-en-Provence (13) - France

Contribution to the production of Syberia Remastered for PC, console and VR,

Development of PC and VR applications for B2B projects,

Use of a variety of IT tools to facilitate project management,

Participation in project reviews with teams.

08/2022 - 05/2023 - Game Programmer (Unity)
La Squadra 3000 - Paris (75) - France

Lead developer in the creation of Hyper Casual and Mid-core mobile games,

Apps publication on Google Play,

Brainstorming around defined concepts to take advantage of templates already established in production,

Use of internal software to simplify exchanges between employees.

09 - 12/2021 - Game Programmer (Unity)
Internship Nereid Games - Brest (29) - France

Development of Hyper Casual Game prototypes in teams of 2 (1 programmer and 1 artist),

Brainstorming for new game concepts shared on Trello,

Project management accomplished by contributing to all phases of development, from design to production.

03 - 06/2018 - System Programmer
Internship Elosi - Villeneuve d'Ascq (59) - France

Use of the Agile Scrum method, with daily meetings,

Research and documentation on the Odoo tool for the company's use.

Prototyping an absence/delay tool on PC and mobile for external collaborators.