

Clément DUPUIS

26/04/2000

E-mail : c.dupuis030@laposte.net

Phone : +33 7 88 63 35 05



EDUCATION

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| 2024 – Now | ► Bachelor in Independant Game Production at Howest University of Applied Sciences |
| 2017- 2022 | ► Engineering and Computer Science at the ‘Université de Technologie de Compiègne (UTC)’ – Stopped after fourth year |
| 2014 - 2017 | ► Science and Engineering in high school, Lycée Pierre Méchain, Laon, France Passed with ‘Very Good’ |

PROFESSIONAL EXPERIENCE

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| 2021 | ► 20 weeks internship at the CRNA, Reims, developping a web application using NodeJS, React and AWS |
| 2019 | ► 4 weeks internship at S.A.S. Tripette (Sawmill and packaging manufacturing company) |

SKILLS

Programming : JAVA, C++, C , Python, HTML5, Javascript, React, NodeJS, GDScript, PHP, SQL, C#
Database : MySQL, PostgreSQL, MongoDB

Game Engines : Godot 3/4, Unity

3D Pipeline : Blender, Adobe Substance Painter

Programs: Photoshop, Excel, Git

DAW : Cakewalk

Other : Idea Generation, Planning

LANGUAGES

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| French | ► Native |
| English | ► C1 |
| German | ► B2 |
| Japanese | ► A1 |

INTERESTS

Tabletop Roleplaying Games, Musical composition, Reading Novels, Video Games

OTHER

First Aid : French PSC1

Driver's License and Car