



Bastien Landrin

C# Programmer & Microsoft Enthusiast



English
fluent



French
native



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HOBBIES



GAMES



CINEMA



BEATMAKING



CANADA

PERSONALITY

Curious

Teamwork

Ambitious

Self-taught

CAREER

2021
2020 iObeya - **Front End Developer**

2021
2019 Isart Digital - **Master's Degree Game Design & Programming**

2019 3W Academy - **3 month Unity & C# training course**

2019
2018 ESGI - **Network, Database, C, HTML5 & CSS Fundamentals**

PROJECTS



Submarine

2020

Animate & AS3



Eterlou

2021

Unity & C#



Chicken Shooter

2022

Unity, C#, Azure



SpacEscape

2020

Unity & C#

MAIN SKILLS

Unity

- 2D / 3D projects
- Advanced features & engine knowledge
- **Example** : Platformer, Controllers, Inventory System, Leaderboard

C#

- Architecture and advanced POO concepts.
- Design patterns knowledge
- **Example** : Singleton, Interface, Iterator, MVC (*model view controller*), etc.

- Microsoft Azure, Linux, Windows.
- Aseprite, Blender, World Machine.
- C#, Haxe, Actionscript 3, Markdown, JSON.v
- TortoiseSVN, GIT, Github.
- Affinity Designer, Adobe Animate, DaVinci Resolve.
- Azure Resource Manager (**OnGoing**), Terraform (**OnGoing**), Bicep (**OnGoing**).