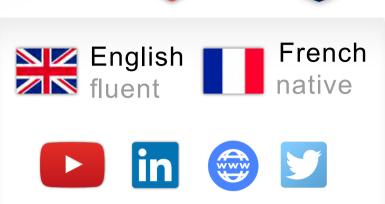


Bastien Landrin

C# Programmer & Microsoft Enthusiast







pro.blandrin77@gmail.com 06 99 32 14 12 17510 Vinax SAMES BEATMAKING

HOBBIES



PERSONALITY

Curious

Teamwork

Ambitious

Self-taught

CAREER

2021 2020 iObeya - Front End Developper

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

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

ESGI - Network, Database, C, HTML5 & CSS Fundamentals

PROJECTS

2019

2018



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).