ANTOINE JEANSELME

Fullstack DevOps Engineer

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EXPERIENCE

FORMATION

TOOL DEVELOPER
PARALLEL STUDIO

'UNDER THE WAVES'
NARATIVE ADVENTURE, UNREAL ENGINE 4

January 2022 - Today | Professional

• DevOps
• Entire system infrastructure development (Docker, servers setup, VPN access)
• CI/CD pipeline (Hyper-V, Jenkins)
• Web apps (NextJS)
• Versioning (Gitlab)
• SSO (Azure AD)

TOOL DEVELOPER
'COOK'N'ROGUE'

ROGUE LIKE, UNITY

September 2022 (2 years) | School Project

• CI/CD Pipeline
• Game designers tools

LEAD PROGRAMMER
'VROUM VROUM'

COUCH GAME, UNITY

September 2021 (3 months) | School Project
• Developing unity tools for game designers
• Custom physics developement

WEB PROGRAMMER FREELANCE

Since 2012 | Personnal/Professional projects

• HTML/PHP dashboards to automate workflow
• NodeJS websites using various frameworks (React, NextJS, Svelte...)
• Discord bots using NodeJS

LEAD PROGRAMMER
'SHADOWAXE'

July 2014 - Today | Personnal/Professional Project

Minecraft Network project - 30 000 unique players - Company creation - Team management - Java Coding - Network/ Linux Administration - Game design

MASTER'S DEGREE IN GAME PROGRAMMING
2019 - 2024 | IIM Paris La Défense

Unity, Unreal Engine, C#, C++, Oriented Object Programmation, Versioning, Sound Design, Mobile Development, Gamefeel, QA Testing, Soft skills

HOBBIES

⚇ ENTREPRENEURSHIP
Self-entrepreneur
Web and mobile app development side-projects

🎾 TENNIS
High level practice for 15 years

🎮 FAVORITE GAMES
Minecraft, Call of Duty, Valorant, CS:GO, Rimworld, CIV

SKILLS

Tools:

- Unity
- Unreal Engine
- Git
- NodeJS
- Jenkins
- Jetbrains Suite
- Docker

Languages:

C#
C++
SQL
PHP
JS
Java
Kotlin

Soft Skills :

Agile project management

SCRUM

Team work and skill optimisation

Gamification

🇬🇧 **English** level C1 (TOEFL)