

# SKILLS

Unity / C#

Java

C++

JS / Angular

Agile



### Communication

Team player

Proactive

Creative

### **LANGUAGES**

French
English
Spanish
Japanese

### **INTERESTS**

### Video games

Celeste, Pokémon, Monster Hunter, Dark Souls 3

#### Music

Electric guitar, lute

# Board games and card games

Magic the Gathering, Seven Wonders, Love Letter

## **Sport**

Squash

# Creative hobbies LEGO, sewing

# Brice Cagnol 29

Indie game developer and software engineer

40 rue de la Ribère 64800 Beuste France +33 (0)7 85 73 37 91 cagnolbrice@gmail.com

Portfolio: https://wanderergames.fr/about-me/

### **WORK EXPERIENCE**

## Indie game developer - Wanderer Games

03/2023 - present

- Website : wanderergames.fr
- MONK ON THE MOUNTAIN
  - Arcade game in development for PC with Unity
- SUPER LONG BOY
  - First arcade game released on Google Play in May 2023 and developed with Unity
  - Use of the plugins: Firebase, ironSource and Unity Services to enable online saving, an online leaderboard and ad revenues

# Software engineer - Capgemini Bayonne

10/2017 - 01/2023

- **Technical lead** Development of a game engine in JS to make online playable board games for French DGA
- Developer Document management tools (front-end in Angular and back-end in Java)
- Developer Social skills training VR application for Safran Helicopter Engines developed with Unity

## **EDUCATION**

# Master of Science in Artificial Intelligence - Heriot Watt University Edinburgh, Scotland, 2017

Software Engineer Degree - EISTI (nowadays CY Tech)

Pau, France, 2017

# **OTHER ACTIVITIES**

## **Participations in Game Jams**

2017 - present

- GMTK Game Jam 2022 with a team
- Ludum Dare multiple solo entries
- My games: <a href="https://ami-solah.itch.io/">https://ami-solah.itch.io/</a>

### **Streaming sur Twitch**

2021 - present

Game development, let's plays and speedrun twitch.tv/lamisolah

Co-author of the amateur manga Kanokoi: https://fr.ulule.com/kanokoi/