

VIDEO GAME PROGRAMMER

QUENTIN BOSIA

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Video game developer currently pursuing a Master's degree in Video Game Engineering, with a strong foundation in programming and experience in game and level design.

SKILLS

Software

- Unity 3D
- Unreal Engine
- Godot
- GitHub
- Photoshop
- Blender

Programming

- C/C++/C#
- Python
- GDScript
- PHP
- JavaScript

Soft-skills

- Autonomous
- Adaptable
- Persistent

EXPERIENCE

2025 - Analyst Programmer - Libel SAS

Master's 1 Computer Science Internship - 2 months

Designed an API enabling the integration of AI services into Libel's business software solutions.

2023 - Gameplay programmer - IdIA Tech

End-of-Bachelor's internship - 2 months

Worked on a custom Unity framework for the development of a point-and-click game.

2023 - Developer Manager - NoTemp'o

Final project at E-artsup Lyon - 8 months

Developed a vertical slice of an investigation / infiltration game as part of an 11-member team.

2020 - Electrotechnician - Bluecime

End-of-study DUT internship - 2 months

Assembled servers and camera systems for chairlift departure surveillance and safety monitoring.

Game Jams - SwitchOn(JamNation),2021

Broken Whole(GGJ),2022

Beaverland(e-artsup jam),2022

Yggdrasil's Guardian(GGJ),2023

Backup Copy(TriJam),2023

Feudal Growth(Soft jam),2023

Fishing Anchor (Pixel jam), 2024

Rebel waves (Game off), 2025

Santa Claws (Santa jam), 2025

EDUCATION

2026 - Master's Degree in Video Game Engineering (GAMAGORA, University of Lyon 2)

2025 - Master's Year 1 in Computer Science (ICOM, University of Lyon 2)

2024 - C/C++ programming training (Cnam, NFA037)

2023 - Bachelor's Degree in Game Design & Creative Coding (E-artsup Lyon)

2020 - DUT in Electrical Engineering and Industrial Computing (GEII, IUT 1 Grenoble)

LANGUAGES

- French (Native language)
- English (TOEIC score: 905/990), 2020
- German (Deutsches Sprachdiplom: B1), 2016

INTERESTS

- Wakeboarding, Kitesurfing (IKO 3)
- Miniature painting
- Cooking