VIDEO GAME PROGRAMMER

QUENTIN BOSIA

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Game developer seeking a position in the video game industry, holding a Master's degree in Computer Science and Video Game Engineering and a Bachelor's degree in Game Design & Creative Coding, with strong programming skills as well as expertise in game and level design.

SKILLS

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

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

Soft-skills
- Autonomous
- Adaptable
- Persistent

EXPERIENCE

2026 - Game Programmer - Cyanide Studio
Master's Degree Internship – 6 months
Contributed to the development of Tour de France 2026, a cycling video game.
Redesigned the proprietary UI engine to integrate an anchor-based positioning system.

2026 - Game Programmer - TomoTomo
Master's Degree Final Project – 6 months
Developed and published a 3D platformer on Steam

2025 - Programmer Analyst - Libel SAS
First-Year Master's Internship – 2 months
Designed an API to integrate AI services into Libel's business software solutions.

2023 - Gameplay programmer - IdIA Tech
Bachelor's Degree Internship – 2 months
Worked on a custom Unity framework for the development of a point-and-click game.

2023 - Lead Programmer - NoTemp'o
Final-Year Project at E-artsup Lyon – 8 months
Developed a vertical slice of an investigation and stealth game as part of an 11-person team.

EDUCATION

2026 - Master's Degree in Computer Science and Video Game Engineering (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: 940/990), 2026
- German (Deutsches Sprachdiplom: B1), 2016

INTERESTS

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