

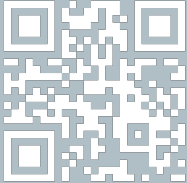
Rafael Garcin

Fullstack & Gameplay
Programmer



Programming & Video Game Project
Teacher

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https://www.rafael-garcin.com

Competences



Programming Languages

	Frontend	Javascript (ES6)	TypeScript	HTML5	CSS3
	Backend	PHP	NodeJS	MySQL	NGINX
	Games	C#	HaXe	C++	AS3
	Others	GLSL, HLSL, CG	Go	Python	APACHE



Software

	Game Engines	Unity 3D (FMOD, Steam VR...)	Unreal		
	Server use	Linux (Raspbian, CentOS)	SuperPutty	Filezilla	Ampms, Wamp, Xampp
	IDEs	Visual Studio	PHPStorm (+ Webstorm)	Flash Develop	Google Chrome DevTools
	Versioning	Git (GUIs, Gitolite & Bash)	SVN	Perforce	
	Assets creation	Photoshop, Illustrator, Animate	Maya	Audacity	



Spoken languages

English	Fluent (TOEIC Score : 975)	French	Native language
Portuguese	Fluent	German	B1



Hobbies

Photography	My pictures : unsplash.com/@nimbus_vulpis
Travel	New York, Brazil, Iceland, France ...
Video Games	From AAA to Indies, PC or Mobile, All genre
New technologies	AI, Blockchain, Shaders, Safety & Cryptography

Experience & Education

02/2019 - 04/2019 & 02/2020 - 03/2020 & 10/2020 - 03/2021	Programming & Video game project Teacher	Isart Digital	2 classes, first year students
09/2016 - Present	Project Manager & Lead Programmer	ID Distribution	Wezee.io & Chromatic Studio
2015 - 2018	Game Design & Programming Degree	Isart Digital	with honors
2015	BAC : Ingineer Science		with honors

Projects

Team

Ovlo	Puzzle Game	C# Unity3D		Sparks	Rhythm Game	C# Unity3D	
Stardust	Battle arena splitscreen	C# Unity3D		Fall	Runner	HaXe PixiJS	
Aurora	VR RTS	C# Unity3D		The Great Prof. Sokoban	Sokoban	HMTL/CSS/JS PHP/MySQL	

Solo

Nili	Rush-like	C# Unity3D		KüSö	Sudoku	HMTL/CSS/JS MaterializeCSS	
rafael-garcin.com	Personnal website	HMTL/CSS/JS MaterializeCSS		Irivel	3D Platformer	C++ Unreal	