



GIAFFERI Bastien

http://bastien-giafferi.fr
+33 07 70 39 66 79
bastien.giafferi@gmail.com

01/04/1994 > 28 years
Driver's licence
French

Currently looking for funding for my game: **Project OPERATOR**

EXPERIENCES

SEPTEMBER 2021 - CURRENT > Solo independent game developer (FRANCE)

- > Developing **Project OPERATOR**, live on Twitch
- > Released **//OVERDRIVE** on Steam, my first game as a solo independent game developer

MARCH 2017 - SEPTEMBER 2021 > Main programmer @ DIGIXART (FRANCE)

- > Worked on **Road 96** and **11-11: Memories Retold**
- > 3C, interactions, cinematic, scripting tools, GD/LD tools, gameplay, minigames, localization
- > Participation in Game Design and Level Design
- > Debug tools to decrease iteration times
- > Creating an All-in-one system to record, sync and clean both voices and facial animations (using Apple's ARKit) with a one click in-game integration
- > CI pipeline (Jenkins) allowing build creation, uploads, cloud/local repository and reports via Slack
- > XSens tools integration to have a live preview of the motion capture with XSens, within Unity



04/2014 - 06/2014, 04/2015 - 06/2015, 06/2016 - 08/2016 > Unity programmer @ EQUILIBRE GAMES (FRANCE)

- > Gameplay programming for 2D & 3D prototypes, for mobile (Android, iOS), PC and VR
- > Development of a virtual tour in VR (HTC Vive)
- > NFC Card reader integration in Unity



EDUCATION

2015 - 2017 > MASTER'S DEGREE JMIN (DIGITAL AND INTERACTIVE GAMES AND MEDIA) > ENJMIN (FRANCE)

- > Game programming speciality

2014 - 2015 > BACHELOR'S DEGREE IN COMPUTER SCIENCE > UNIVERSITY OF LA ROCHELLE (FRANCE)

- > Digital media speciality
- > Teaching units: Game development, Mathematics, Synthesis of images, Smartphone development, C++ data structures, digital media, Image analysis and processing, HMI

2012 - 2014 > COMPUTER SCIENCE DUT > IUT OF LA ROCHELLE (FRANCE)

- > Embedded computing speciality

SKILLS

GAME ENGINES >

- Unity, 7 years+ xp & several titles shipped**
- > 2D & 3D workflow, Shaders (HLSL/Cg, Shader graph)
- > Console development (PS4, XOne, Switch)
- > Optimizing games (Consoles, Mobile, PC, VR)
- > Tool development
- > UI
- > DOTS (Pure/Hybrid, ECS, Jobs, Burst)
- Godot, Beginner**

DATABASES >

- > SQL

SOFTS >

- > PlasticSCM
- > Git
- > Photoshop
- > Blender
- > Reaper

LANGUAGES >

- > French (Native)
- > English (C1, Fluent)
- > Japanese (Beginner)

PROGRAMMING LANGUAGES >

- > C# (Unity, XNA, .Net)
- > C/C++ (SFML, Qt, SDL, OpenGL)
- > Java (Android, AndEngine)

HOBBIES

VIDEO GAMES >

- > VR
- > Indie games
- > Retro gaming & console restoration/modification

AUDIO >

- > Music creation and SFX

PROGRAMMING >

- > Game Jams
- > Experimenting with new, innovative technologies (Playdate, AR, VR, etc)

SPORTS >

- > Airsoft
- > Table tennis

TRAVELS >

- > Japan
- > Canada
- > UK
- > Spain