

Jonathan Rodelet

Developper

22 avenue des tilleuls
91300 Massy
25 ans
Driving License: Class B

Work experience

Oct. 2014 - **Co-founder of Uncanaut**

July 2018 Full development of *vridniX*

- Game design, story, dialogs (FR/ENG)
- Programming, boss design, level scripting
- Sound design, music
- Management, marketing, communication
- Showcaser at Japan Expo 2018, Indie Garden Assembly 2018, Casual Connect Berlin 2017

April - **QA Tester intern - Focus Home Interactive**

- Oct. 2014 - Tester on *Tour de France 2014*, *Farming Simulator 15*
- Referent tester on *Space Run*, *Etherium*

April - **IT intern - FM-Media (startup in event communication)**

- July. 2013 - Websites conception & development
- Database management

Education

Dec. 2016: «Étudiant-Entrepreneur» Degree - Université Paris XIII

Sept. 2014: Bachelor's degree in game & level design - IUT Bobigny

June 2013: Two-year university degree in IT (2nd/45) - IUT Orsay

June 2011: High School Diploma - Lycée Vilgénis in Massy

Personnal projects

- Level in *Gears of War* using Unreal Engine:
 - Level design/building/scripting, cinematic design, doublage
- Student project: flash game, *Who Wants Money* :
 - Game design, programming, sound design
- Full development of *Space Invaders* and *Pong* with Visual Studio :
 - Programming, art

Hobbys

- Video games: monitoring, e-sport (CS:GO), PC & indie games
- Sport: tennis, table tennis
- Reading: novels (Sci-fi, fantasy, detective), mangas, video game story
- Music : guitar, singing, computer aided composing

Skills

Programming: C++, C#, AS3, Java,
Visual Basic, GML

Web: HTML, CSS, PHP, javascript

Game Engine: Unity, Unreal Engine, Game
Maker Studio, Valve Hammer Editor

Creation, editing: Sony Vegas, FL Studio,
Audacity, Photoshop, InDesign, Office

Languages: English C2 (TOEIC: 925)

Contact

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