

Vincent DEVINE Gameplay Programmer

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📍 Paris, FRANCE

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👤 Profile

Recent graduate of the ISART Digital engineering school. I am looking for a junior full-time position in gameplay programming. I enjoy coming up with ideas, especially when it comes to optimizing.

💡 Skills

Programming languages

C | C++ | C# | GLSL | Python

Version control

Git | Perforce | Subversion

Mathematics

Linear algebra | 3D Geometry | Physics

Game engines & libraries

Unity | Unreal Engine 5
OpenGL | DirectX12 | Wwise

Programming concepts

Algorithm | Optimization (Multithreading)
Profiling (*Tracy*, *VTune*, *RenderDoc*)
AI (*Gameplay*, *Machine Learning*)

Languages

French - Native
English (*TOEIC B2*) - Good working knowledge
Japanese - Beginner

📁 Work Experience

R&D Engineer

internship

02/2026 - 07/2026

CNRS [🔗](#)

6 months

Paris, FRANCE

Built a real-time **heat diffusion simulation** on **Unreal Engine 5.6**.

- Analyzed studies and other simulations on the subject to define the mathematical models.
- Implemented the models, data visualization and optimization using the GPU.

Gameplay Programmer

internship

01/2025 - 03/2025 -- 04/2025 - 05/2025

Attaboy Interactive [🔗](#)

5 months

Paris, FRANCE

Development of a single-player mode for a multiplayer game for Attaboy's client on **Unreal Engine 5.4**.

- Implemented new gameplay features, level management, and save functionality.
- Redesigned multiplayer features to fit single-player experience.

Gameplay Programmer VR

internship

09/2023 - 07/2024

TKorp [🔗](#)

10 months

Paris, FRANCE

Implemented gameplay feature for VR experiences and **multiplayer game** on the **Pico 4** using **Unity**.

- Created educational and prevention experience for schools and retirement homes.
- Developed a family-friendly multiplayer VR game set in an arena to showcase it at a gaming expo.

📁 Projects

AI Research Programmer

partnership with PulluP Entertainment [🔗](#)

1 year

Transfer reinforcement trained agent

Conducted research on **transfer** of an **AI** trained using reinforcement learning (**RL**) between two racing prototypes.

- Analyzed current state of the art.
- Trained an AI using **ML Agent** for racing games in **Unity**.

Gameplay Programmer

Tellyport [🔗](#)

1 year

Non-Euclidean **puzzle game** for **PC** developed with **Unreal Engine 5.4** in collaboration with a 19-person team.

Finalist for Best Student Game 2026 at the Gamescom LATAM Big Festival

- Managed and organized the programming team.
- Created and debugged render-oriented features (**RenderDoc**).
- Used the **Unreal Profiler** to identify bottlenecks and optimize performance.
- Integrated audio features using **Wwise**.

Gameplay & Tech Art Programmer

Fake FLESH System [🔗](#)

1 month

Procedural character **damage system** inspired by *Dead Island 2*. On **Unreal Engine 4** in collaboration with a 7-person team.

- Studied solutions for real-time mesh deformation.
- Designed and optimized mesh damage visualization.

🎓 Education

Master's degree in Game Programming

ISART Digital, School of Video Games & 3D Film [🔗](#)

2026

Paris, FRANCE

Bachelor in Software Engineering

CESI, Engineering school [🔗](#)

2021

Montpellier, FRANCE

Technical Degree in Digital Computing

LaSalle [🔗](#)

2020

Avignon, FRANCE

☕ Interests

Video Games

Shooter, Puzzle, Strategy,
Adventure

Literature

Manga, Comics, Fantasy,
Art-Book

Community Life

Women In Games
Respect Zone

Egyptology

History, Architecture,
Mythology