Florence Noé
16 rue du Docteur Calmette
95130 Le Plessis-Bouchard, France
01/16/1993

theindependentfloppy@gmail.com
+33(0)6 38 74 81 17
florencenoe.com

Freelance Gameplay Programmer *(since 2019)*

Work experience

2018 - 2019 — **Le Cartel Studio**
Lead Unity Gameplay Programmer on *Heave Ho*. Released August 29, 2019 on PC, Mac and Switch

2017 - 2018 — **Tindalos Interactive**
Unreal Engine Gameplay Programmer on *Battlefleet Gothic Armada 2*. Released January 24, 2019 on PC

2016 — **Ocelot Society**
Unity Gameplay Programmer on *Event[0]*, IGF nominee for Excellence in Design, Narrative and Seumas McNally Grand Prize Released September 14, 2016 on PC and Mac

2015 - 2016 — **HUB Innovation Epitech**
Innovation manager, conducting Unity workshops, monitoring student projects, managing school booth during events (Paris Games Week…)

2014 — **Cyanide**
Programmer intern UI, C# and C++ on *Pro Rugby Manager 2015.* Released September 19, 2014

Education

2011 - 2016 — **Epitech**
Information Technology master's degree. C language, C++, OCaml….

2014 - 2015 — **Keimyung University**
Video games program, Unity projects. Introduction to Korean.

Skills

Expert	**Intermediate**
Unity - C#	Game Design
Unreal Engine	3ds Max
C/C++	Python
Lua - LÖVE2D	OCaml
SDL/SFML	Cocos2d-x