Joseph Hernandez
20 years old

Gameplay Programmer Apprenticeship

4 days at the company, 1 day of distance learning on Friday

I've been passionate about video games and computers since I was a teenager, and I'd like to join a team in the video game industry. I'm creative and independent, and I enjoy teamwork. I'm looking for a company to apprentice with in order to contribute to its development.

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Hard Skills

- Unity / Blender
- HTML 5 / CSS 3 / C#
- Davinci Resolve / Photoshop / Figma
- English : B2 (Fluent) / French : Native

Soft Skills

- Proactive
- Self-taught
- Cooperation
- Ability to organize

Project

CUBEZ

CUBEZ is a puzzle game created by myself in complete autonomy
- Creation of 3D assets
- Development in C# with unity
- UI and UX with Photoshop

More Information →

Miniville

First group project on Unity at Cnam ENJMIN
- C# development on Unity
- Using GitHub Desktop
- Group work on Unity

More Information →

Education

Bachelor's degree in Computer Science / Video Games
Cnam Enjmin (2023 - 2026)

Extract from the 3-year degree program
- C# programming: basics & object programming (1st year)
- C++ programming: Unreal multiplayer (2nd year)
- IT project management (3rd year)

More Information →

Self Taught (2023)
- C#, HTML 5 & CSS 3
- Adobe Photoshop / Illustrator & Unity

Baccalauréat diploma with honors (June 2022)

Lycée Auguste et Louis Lumière - La Ciotat / Specialty: MATH, SVT & NSI

Work Experience

Auchan Drive
Preparation / Delivery
Aubagne 13400 (Sept - July 2023)

Hobbies

- Video Games (Rogue Lite & Fps)
- Film photography
- Climbing / Cycling
- Cinema (Thriller & Surrealism)