VINCENT COURSAC

SOFTWARE ENGINEER / GAMEPLAY PROGRAMMER

CONTACT

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SKILLS

Programmation

Unreal Engine 4/5, C++, C#, Java, JavaScript/TypeScript, HTML, CSS, NodeJS, PHP, MySQL, MongoDB

Tools

Git, Perforce, JIRA, Photoshop, Visual Studio, Rider, Miro

Soft skills

Problem-solving, autonomy, adaptability, stress management, learning

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EDUCATION

Efrei Paris (France)

2014-2019

Computer engineering degree, Software Engineering speciality

ETS - Montreal (Canada)

2018 (half-year)

International exchange: Software architecture, UI/UX, e-Commerce

Concordia - Montreal (Canada)

2016 (half-year)

International exchange: Web programming, Operating systems, Java, Entrepreneurship

High School Diploma in Sciences

2014

Engineering Sciences speciality

LANGUAGES

French / English

EXPERIENCES

Chief Technology Officer & Co-founder

Yuzu, Nancy (France)   2022-2024

Yuzu is an HR-tech start-up offering a soft skills assessment solution based on neuroscience and video games, designed for recruiters.

- Production of a video game on Unreal Engine 5 (C++/Blueprints)
  - Co-writing the scenario and evaluation mechanisms, in partnership with the Lorraine Laboratory of Psychology and Neuroscience of Behavioural Dynamics (2LPN)
  - Implementation of gameplay features
  - Creation of a dynamic behaviour analysis system (again in partnership with 2LPN) in communication with our data platform
- Production of a SaaS (VueJS / SlimFramework)
- Supervision of a small team of artists and developers

Gameplay Programmer

Ubisoft, Montreuil (France)   2020-2022

Gameplay programming on Skull&Bones (C++, proprietary engine)

- Implementation of narrative features
- Implementation of 3C features

Gameplay Programmer

Kylotonn, Paris (France)   2019-2020

Gameplay programming on Test Drive Unlimited Solar Crown (C++, proprietary engine)

- Implementation of features linked to the game's racing vertical
- Implementation of user interfaces
- Implementation of network/multiplayer features

Network Programmer Assistant

Ubisoft, Montreuil (France)   2019

Network programmer (internship) on Ghost Recon Breakpoint (C++, proprietary engine)

PERSONAL PROJECTS

Massocier.fr

CTO   2021-2024

Creation of a web platform to put entrepreneurs in touch with each other. The platform had over 8,000 users before my partner and I closed it down. The platform is built using Angular (Typescript) and Slim Framework (PHP).

Tipstrit

CTO   2017-2019

Creation of a web-marketing solution based on sponsorship for local shops. Development of a web platform (Angular + Slim) and a mobile application (Flutter).