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Systems Engineer

EXPERIENCE

Microids Studio Paris – Systems engineer
Rennes - Paris / 05/2022 > Today
Worked on **Amerzone – The Explorer's Legacy** targeting PS5, Xbox Series and PC stores.
Port of **Syberia: The World Before** from Windows standalone format to PS5, Xbox Series and Windows Store.

OtterWays – C# developer
Thorigné-Fouillard / 08/2020 > 03/2021
Lead-developer during the production of A Comfortable Burden and pre-production of Fold Stories.

Self-training
An all-encompassing hunger for programming knowledge related to low-level and architecture. Sources I learn from includes books, talks, repositories.

Les Audacieu.x.ses
I'm a founding member of this french collective organising 2 game jams a year and a network dedicated to persons of marginalised genders of the video game industry. It reunites professionals of different experiences and students and games produced during jams are shown in professional conferences.

EDUCATION

Ludus Académie, Strasbourg
European Bachelor - DTM
(Digital Technology & Multimedia, Level 6)

Exia.Cesi, Écully
RNCP Analyst programmer
(Level 5)

SKILLS

Programming
C# / C++ / C

Consoles
PS5 SDK / GXDK / GRDK
PIX / Razor / Fiddler

Automatisation
Jenkins / CMD / bash

Versioning
GitLab / SVN / Plastic

Languages
English / Français
Svenska (grundläggande)

Microids Studio Paris – Systems engineer
Rennes – Paris / 05/2022 > Today
Worked on **Amerzone – The Explorer's Legacy** targeting [PS5](), [Xbox Series]() and [PC stores]().
Technologies used: **C#, C++, Unity 2022.3, GXDK, GRDK, PS5 SDK, Plastic, Jenkins**
- Focusing on core systems (RAM management, assets loading, file system optimisation, …)
- Designing a new architecture for the platform layer, making the game platform-agnostic and decoupling properly low-level duties from the gameplay
- Improving consoles' code and updating it to follow SDKs and TRCs updates
- Designed and implemented strategies to use the Addressables system of Unity at the scale of the project
- Conception, installation and implementation of a build automation server using Jenkins
- Managing platforms versioning
- Debug and optimisation
- Onboarding and helping a junior engine programmer

Port of **Syberia : The World Before** from [Windows standalone]() format to [PS5](), [Xbox Series and Windows Store]().
Technologies used: **C#, Unity 2020.3, GXDK, GRDK, PS5 SDK, SVN**
- Wrote the complete code layer for Series and Windows Store directly calling the GDK
- Helped to implement the code layer for PS5
- Passed Microsoft certification on the first submission
- Profiled the game on development kits using PIX and Razor
- Optimisation to get the game working on Series S
- Analysis of Sony and Microsoft TRCs
- Documented procedures and particularities of development on consoles
- Collaborated daily with 3 british consultants

OtterWays – C# developer
Thorigné-Fouillard / 08/2020 > 03/2021
Lead-developer during the production of **A Comfortable Burden** released on [Steam]() (Windows, Linux, MacOS), an engaged 2D game speaking of the mental load.
Prototyping of **Fold Stories**, this game is in pre-production and scheduled for a PC release in 2022 ([Steam]()).
Technologies used: **C# 8, Godot 3.2, Git**
- Improving team's workflow
- Help on game systems design
- Development and integration in Godot Engine
- Integration of visual effects
- Creation and integration of sound effects
- Debug and maintenance after release

Self-training

I have a special interest in how operating systems work, how to keep C/C++ simple and efficient and architectures taking into account both performances and portability.

I'm always on the hunt for new talks to watch on a variety of sources: [Handmade Cities](#), [CppCon](#), [ACCU](#), [RGB](#), [C++ on Sea](#), [HYTRADBOI](#), …

Currently I'm reading [Operating Systems: Three easy pieces](#) (Andrea & Remzi Arpaci-Dusseau), [Programming Principles and Practices Using C++](#) (Bjarne Stroustrup) and [Cracking the Coding Interview](#) (Gayle Laakmann McDowell).

Also I learnt so much and I'm still learning a lot following the [Handmade Hero](#) series of Casey Muratori!

[Les Audacieu.x.ses](#)

This is a collective created by 10 women working in the game industry aimed at providing safe and inspiring events with a long-term professional network to persons of marginalised genders already inside the industry or wanting to be part of it.

It arose from noticing the lack of support and difficulties encountered by those people to get included in professional conferences and networks. We think that the absence of diversity is actively harming both the people and the product's quality.

I'm a founding member of Les Audacieu.x.ses, I've helped to organise and animate each game jams and to consolidate the internal files and methods of the collective.

The first game jams gathered 29, 33 and 34 participants with backgrounds ranging from students/curious people to AAA employees across Europe and Canada.
The games produced and their creators have been shown during the [ADDON](#) and the [GameConf](#) in 2024, we will also be present at those conferences in 2025.

We decided to restrict our jams to french-speaking people because there's not much resources available in this language making it difficult to access the necessary knowledge in these countries.