



Roman Guerin

Game Programmer

(C# Unity / C++ Unreal)

Contact

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[Portfolio](#)

[LinkedIn](#)

Coding Languages

- C# (Unity and native)
- C++ (Unreal and native)
- Java (notion)
- Python (notion)
- html/css/js (notion)

Tools/Tech Used

- Git
- Shaders
- Procedural Generation
- Physics Simulation

Languages

- Native French (C2)
- Fluent English (C1)

Hobbies

- Hiking
- Drawing
- 3D modeling
- Lego

Diploma:

Master Game Programming

Ican / Paris, France / 2024 - 2026

Bachelor Game Design

Ican / Paris, France / 2021 - 2024

International Baccalaureate

AISC / Chennai, India / 2019 - 2021

Working Experience:

Apprenticeship game development Unity for À Part Studio

October 2024 - September 2026

- Unity C#
- Gameplay and Tool Programming

Internship in game development Unity for Way Up

August 2023 - October 2023

- Unity C#
- Development of various mini game

School Project:

Bird

January 2026 - August 2026

- Unreal C++
- Creation of the state machine architecture
- Creation of a physic pipeline
- Gameplay programming
- Lead dev for a team of 3 devs

StoryGami

October 2023 - June 2024

- Unity C#
- Project manager for a multi-disciplinary team of 6
- Solo dev
- Gameplay and Tool Programming