

AMBRE MAURUGEON

GAMEPLAY PROGRAMMER

FIND ME

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ABOUT ME

Gameplay programmer with a unique journey from business to digital, crossing into art, and an enthusiasm for exploring tools.

EXPERIENCE

2024 ● **GAME JAM : LUDUM DARE 56**
[Cheesy-Cheese-Please-Link](#)
• Collaborated with programmers, artists, and designers to create a 2D game themed around 'Tiny Creatures' in 48 hours.

Skills : teamwork, problem-solving, time management

2023 ● **PRODUCTION ASSISTANT INTERN**
UNLOCK DREAMS FACTORY, STATION F, PARIS
• Data manipulation using Airtable and Excel, creating a no-code database that can be enhanced with additional functionalities through coding.

Skills : data management, problem-solving, attention to detail

2022 ● **INITIATION TO PYTHON**
ONLINE INDEPENDENT PROJECT, UNIVERSITY PARIS DAUPHINE, MATHEMATICS AND COMPUTER SCIENCE
• Followed part of a computer science program, focusing on basic Python programming courses. Reinforced skills through additional practice on PIX.

Skills : autonomy, problem-solving, foundational programming

2019 ● **OBSERVATION INTERNSHIP**
COMMUNICATION TEAM, ACENSI, LA DÉFENSE
• Daily monitoring of gaming news and trends to support e-sports events.
• Introduced to web development using HTML and CSS.
• Coordinated with professional Hearthstone players for event participation.

Skills : insight into e-sports industry, foundational web development

EDUCATION

2024 ● **IIM - DIGITAL SCHOOL, NANTERRE**
Video Game Bachelor's Degree - Game Programming Course
1st Year Specializations - Game Programming, Creative Design

2022 ● **EMLV - BUSINESS SCHOOL, COURBEVOIE**
Digital International Business

2021 ● **GENERAL HIGH SCHOOL DIPLOMA, MONTREUIL**
Mathematics, Economics, and Art, graduated with High Honors.

CORE COMPETENCIES



C++



C#



Unity



GitHub



Python

LANGUAGES

French : Native

English : B1+

Spanish : B1

HOBBIES



VISUAL ARTS

Passionate about visual arts practising it daily . Highly sensitive to surrealism, continuously learning through The Story of Art by E.H. Gombrich and Graphic Design Vol. 2, along with discussions with friends.



VIDEO GAMES

Closely following the esports scenes of games such as Trackmania and speedrunning communities for franchises such as Mario, Portal, and Dark Souls. Active gamer in my free time across a variety of titles.



CULTURAL APPRECIATION

Involved in studying East Asian cultures through their aesthetics, video game influence, art, pop culture (manga, music), landscapes, cuisine, and spiritual traditions.