



AMBROISE RABIER

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Born December 07 1994

French Nationality

28 rue Chasles

78120 Rambouillet

COMPETENCES

LANGUES	German Intermediate level (lived there 4 years, B1)
	English Professional level (TOEIC 900)
LANGUAGES	Advanced: C#, JS, HTML, CSS Intermediate: C++, AS3, Haxe, TypeScript Prior experience: Python, PHP, NodeJS, MySQL
SOFTWARES	Advanced: Unity, Git Intermediate: Photoshop, Illustrator, Animate (flash) Perforce, SVN Prior experience: Unreal Engine
FRAMEWORKS	Pixi.js, Angular2, WordPress, Bootstrap, Django, SFML, DeltaDNA

FORMATION

2015-2018	Game Design & Programming ISART digital – Paris <i>Versatility : Gameplay, Level Design, Playtests, prototyping development multi platform web & mobile of 2D/3D games</i>
2014-2015	Artistic Preparation ESAM Design – Paris <i>Drawing, creativity, initiative, art</i>

PROFESSIONAL EXPERIENCE

MARCH – JULY 2018	Internship : Game developer NEEH – Houilles – Serious games - Making educational game for young children on math, using Livecode - Making prevention game for teenager on addiction, Unity
MARCH - DECEMBER 2017	Internship : Web developer Medicapp – Suresnes – Complete medical tools - Porting the mobile app to Angular2 web app - Understanding and documenting the old back-end - Making websites under WordPress - Making another Angular2 app using the new back-end
JUNE - AUGUST 2016	Internship : Web Designer Swimbot – Meudon – Swimming connected object - Website update, Django python, html, css, js - Upgrade of the design and interactivity of the pages - Adding and design new pages - Creation of an update module front-end for the swimbot product

PROJECTS

SCHOOL PROJECTS	Blank Slate Protocol: <i>Unity, 12 persons, asymmetric online versus</i> Tower Defense: <i>C++/SFML, solo, arcade</i> Trouver Charlie VR: <i>Unity/HTC Vive, 4 persons, observe and search</i> Soul Tycoon : <i>Haxe&Pixi.js, 19 persons, social builder on Facebook</i> R.A.Y.I : <i>js/html/css/php, solo, puzzle sokoban</i>
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