

Sasha Vigneron

Gameplay Programmer

Personal Details

Name

Sasha Vigneron

Website

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LinkedIn

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Phone number

+32 468 22 35 67

Nationality

Belgian

Languages

Dutch Native

English Professional

French Good

Education

Digital Arts & Entertainment 2020 - Present

Major Game Development, Howest, Kortrijk

Industrial Engineer 2019 - 2020

K.U. Leuven, Brugge

General Math & Science 2013 - 2019

O.L.V.H, Brugge (6 hours of math per week)

Skills

Coding Languages: C++, C#, Lua, Python, SQL, HLSL

Game Engines: Unreal Engine, Unity

Source Control: GitHub, Perforce

Gameplay: 3C's, FSM, BT's, AI

Graphic Design: Houdini, Photoshop, Illustrator, Maya

Other: Win32, VS Profiler, Nvidia PhysX, Unity Profiler

Soft Skills

Communication | Teamwork

Perhaps the most important part of being a game developer is communication. For me, this isn't an issue at all. I'm a very open person, and I love to work in teams. After all, teamwork makes the dream work!

Helping Hand

Speaking about teams, if someone's stuck with some questions, I will always be there to support them, both on a professional and personal level.

Resilience | Persuasion

In my opinion, constructive criticism is the best way to improve yourself on all possible levels. I accept any feedback in order to develop the best games.

Responsibility

I am in no way afraid to take responsibilities upon myself. I always thrive to perform the best I can, and deliver up to all expectations.

Employment

Internal Web Developer Jun 2020 - Aug 2021

Advenso, Jabbeke

Responsible for developing the internal website - sending/receiving forms - sending automated messages to third-parties & clients - export to various data layouts - automatically execute scripts per interval - developed using ZoHo Creator