

Adrien Bock

Senior Programmer Gameplay & Engine

French Nationality
International Mobility

 www.adrienbock.com

 contact@adrienbock.com



Skills

 C / C++ 

 C# 

 Rust 

 Java 

 HLSL 

 Visual Studio

 Xbox PIX |  Nvidia Nsight |  Intel GPA
Windows Perf Analyzer | Unreal Profiler

 Perforce |  PlasticSCM |  Git |  Svn |  Jenkins

 Jira |  Confluence

Languages

French : Native

English : Fluent

Education

 Masters Degree in programming at ENJMIN
The national school of video games and interactive medias
2009 - 2011

 National Licence in Software engineering
At the National University of Le Havre (France)
2008 - 2009

 National Diploma in Software engineering
At the National Institute of Technology in Le Havre (France)
2006 - 2008

As a senior programmer and as an avid player, I aim to develop high quality games that players would genuinely enjoy. My capabilities in learning new technologies and industry techniques, as well as my experience of Unreal Engine, led me to direct technically very challenging projects. I did so while strongly valuing communication which I consider a critical factor of success and source of a healthy synergy within the team.

The following is non-exhaustive but representative.



Tropico 6

Limbic Entertainment / Kalypso
Senior Programmer
Engine & Gameplay
• Unreal Engine 4
• C / C++ & HLSL



2015 – 2019
44 months

- Technical Direction
- Created a multi-platform environment for the team and improved the engine as well as the game for all the targets during the whole development.
- Budgeted Technology: Visuals | Performance and Optimization.
- Investigated the best of Unreal then changed and improved it in many ways to support technically a challenging city builder project for many platforms.
- Implemented various custom rendering techniques which required Unreal rendering pipeline to be changed and improved.
- Handled PS4 TRCs and Xbox's XRs technical implementation.



Heroes VII

Limbic Entertainment / Ubisoft
Senior Programmer
Engine & Gameplay
• Unreal Engine 3
• C / C++ & UnrealScript & HLSL



2013 – 2015
26 months

- Gameplay core technology development.
- Various gameplay features from low level engine to editor tool.
- Budgeted Technology: Visuals | Performance and Optimization.
- Implemented various custom rendering techniques.
- Integrated multiple middlewares (Wwise, Storm, UPnP, Uplay, Steam etc...).
- Developed public moddable gameplay (with workshop).



Just Dance 4

Ubisoft
Gameplay Programmer
• LyN Engine
• LyN Script [C-style]



2011 – 2012
12 months

- Game modes development: Battle mode, Smart Sweat Class.
- Mastered the engine to support creative team as technical contact for graphic & audio team.
- Multi-Studios development: readable code, documentation and support.
- Developed for an un-announced platform (WiiU) to produce a release title.
- Improved core gameplay code quality, memory usage and performances based on Just Dance 3 experience and needs for Just Dance 4.
- Realized multiple milestones: intense polish & debug sessions within short time.



Just Dance 3

Ubisoft
Junior Gameplay Programmer
• LyN Engine
• LyN Script [C-style]



2011
6 months

- Console development with specific toolchain and limited platform resources (Wii).
- Various fields of development about core gameplay improvements (loadings, beats control, pictos, video, user interface etc.).

More on www.AdrienBock.com