


# ENZO MEDINA

Computer Engineering student

Looking for an internship in  
Game Design for summer 2023

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 contact.emedina@gmail.com

 enzo-medina.com



## SKILLS

- Unity, Game Maker Studio 2
- C#, C++, C, Java, Python
- Prototyping, Game Balance, Concepting
- Jira, Clickup, Trello
- Git, Perforce
- Draw.io, Figma, Milanote, Illustrator
- French, C1 English (IELTS 7.5 / 9)

## AWARDS

### Developement | Finalist in Game Design Game Concept

Proposal for a non-violent social game  
Awarded by the Jennifer Ann's Group

### Gamejams

- **Cross-Cultural Impact** - Creativity Award  
*Awarded by Unity and Games For Change*
- **WonderJam 2022** - Winner  
*Awarded by Ubisoft Saguenay, Beenox, Frima*
- **EMMI Jam 2022** - Winner  
*Awarded by Ubisoft Bordeaux, Shiro Games, Asobo Studio*
- **Codingblock Jam** - Second place

## ORGANIZATIONS

### Vice-President | Gaming club Captain League of Legends teams

2018 - 2022

Tournament organizer  
Manager of 2, 3 and 7 teams over the years  
Winner Dragon National League  
Qualified Baron National League (Top 16)

### Organizer | Gamejams

- **EMMI Jam 2022** - Co-Founder
- **CS Games 2023** - Competition Director

## EDUCATION

2022 - 2023 | Canada, Saguenay

UQAC - University of Quebec at Chicoutimi  
**Master's degree** in video games

- Creation of prototypes on Unity/Unreal (**C#, C++**)
- Balancing gameplay, creating game concepts and **GDD**

2018 - 2023 | France, Bordeaux

ENSEIRB-MATMECA - Computer science  
**Graduate Engineering degree**

- OOP (**C++, Java**) and programming (C, Python, JS)
- High level algorithms, **pathfinding, AI**, Theory of games
- **Mathematics** (algebra, analysis), physics and chemistry

## EXPERIENCE

September 2022 - Present | Remote

QuickSwitch - **Unity3D Programmer (Part-time)**  
**2D Multiplayer indie game | 400 players on Discord**

- Working with a graphic designer and a developer
- Created a system of emotes for players

June 2022 - August 2022 | France, Bordeaux

Dronisos - **Unity3D Programmer intern**  
**Unity packages | Accompanied by 2 developers**

- Improved existing drone choreographers tools
- Created new features on Unity (spline, timeline)

June 2021 | France, Bordeaux

CDiscount - **Programmer intern**  
**Assistant Scrum master**

- Developed a tool to update **Jira** tickets from Excel

## PROJECTS

September 2022 - December 2022

Messy Potions - **Game Designer & Programmer**  
**3D Action RPG | Unity | 4 👤**

- Writed and maintained a 50-page **GDD** of all game features
- Balanced player abilities, craft and loot rate
- Programmed main features (inventory, craft, save system)
- Managed the team with task assignments

July 2022

Prophide - **Personal project**  
**3D Multiplayer party-game | Unity, Photon Network | Solo**

- Map design and decision making on game feel
- Programmed all features (**multiplayer**, shoot, hide)
- Gameplay adjustments based on player feedback