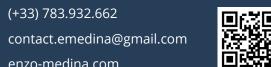
ENZO MEDINA Computer Engineering student

Looking for an internship in Game Design for summer 2023



enzo-medina.com

(+33) 783.932.662

SKILLS

 \sim

- 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

Develoopement | Finalist in Game Design

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

Gamejams

Cross-Cultural Impact - Creativity Award

- WonderJam 2022 Winner
- EMMI Jam 2022 Winner
- Codingblock Jam Second place

ORGANIZATIONS

Vice-President | Gaming club Captain League of Legends teams

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