

# Julien Barouhiel

Video game developer and enthusiast.

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## TECHNICAL SKILLS

### Programming Languages

C++	■ ■ ■ ■ ■
C#	■ ■ ■ ■ ■
C	■ ■ ■ ■ ■
AS3	■ ■ ■ ■ □
PHP	■ ■ ■ ■ □
HTML5/CSS3	■ ■ ■ □ □
Javascript	■ ■ ■ □ □
SQL	■ ■ ■ □ □
Shell Script	■ ■ ■ □ □
ASM	■ ■ □ □ □
Ocaml	■ ■ □ □ □

### Engines / APIs / Frameworks

Unreal Engine 4	■ ■ ■ ■ ■
Unity 3D	■ ■ ■ ■ ■
XNA	■ ■ ■ ■ ■
SFML	■ ■ ■ ■ ■
SDL	■ ■ ■ ■ ■
Flash	■ ■ ■ ■ ■

### Environments

Windows	■ ■ ■ ■ ■
Unix	■ ■ ■ ■ ■
Xbox One	■ ■ ■ ■ ■
Wii U	■ ■ ■ ■ □
Xbox 360	■ ■ ■ □ □

## PROFESSIONAL EXPERIENCE

### Leikir Studio – *Unity Game Developer*

APRIL 2015 - JANUARY 2016 (10 months)

Port of [Wondershot](#) to the Xbox One and Wii U, gameplay development, full rework of the physics and input system, optimizations and bug fixing.

### Epitech – *Teaching Guide*

SEPTEMBER 2014 - FEBRUARY 2015 (6 months)

Part time during my last year of studies. Helped all 3rd year students in their studies issues. Developed social skills.

### DayDreamer Studio – *Game Developer* &

### ISART Digital – *External Instructor*

MAY 2013 - AUGUST 2013 (4 months)

Designing and developing original games with exotic technologies like Razer Hydra, Oculus Rift, Novint Falcon etc.

Technology watch and R&D instructor at Isart Digital.

### Dentalespace – *Webmaster*

SEPTEMBER 2011 - DECEMBER 2011 (4 months)

PHP development of new functionalities, an online store, and bug fixes on their website

## EDUCATION

### EPITECH, Paris

*Master's Degree in Computer Science*

2010 - 2015

## HUMAN LANGUAGES

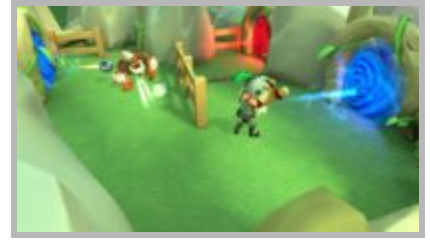
French & English - Bilingual

## PROFESSIONAL PROJECTS

### Wondershot – Unity 3D

Wondershot is a local multiplayer battle arena game where you have only one ammo and one life to defeat your opponents.

Xbox One Porting, Wii U Porting, Gameplay/Physics/Engine Programmer



## STUDIES & PERSONAL PROJECTS

### Megamanic – C# Unity 3D

Bullet hell/manic shooter. Choose one of the 8 unlockable ships and test your dodging skills against one of the four unique bosses.

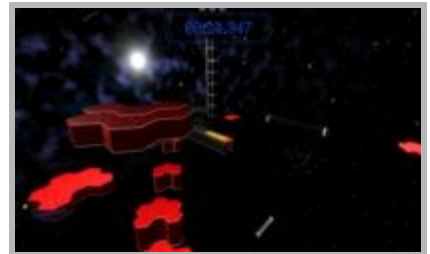
Project Leader, Lead Developer, Game Designer, 2D Artist



### Cursor Machina – C# Unity 3D

3D Runner/Platformer video game for PC, Mac and Linux. You control a robot with fantastic physical abilities and the power to rewind time, and you have to reach the end of every levels.

Project Leader, Gameplay Developer, Game Designer, Level Designer



### Vesdyn – C# XNA

2D action platformer rogue-like inspired by Castlevania and the Souls series for PC/XBox360. You're Elisa, a powerful knight who explore procedurally generated dungeons and free them from evil creatures. By killing bosses, she unlocks new abilities : a hadoken, a dash, a shield...

Project Leader, Lead Developer, Game Designer, 2D Artist



### **Bomberman 3D** – C++ OpenGL

Reproduction of the old classic in 3D from scratch. Project focused mostly on the gameplay quality. Ability to roll bombs, throw them above blocks, stun enemies with them, etc.

Featuring : 3D particle engine, billboard, 3D rotating cube menu (like Zelda Ocarina of Time), up to 4 players splitscreen with controllers support.

Project leader, gameplay designer, gameplay & particle engine developer

