Adrien Dudon

Available from October 2025

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Skills

Languages
C++, C#, Python, Java, PHP, JavaScript (JS), TypeScript (TS), HTML/CSS

Game Development
Unity, Unreal Engine, SFML, UI programming, Online Multiplayer

Libraries & Frameworks
ReactJS, React Native, Node.js, Angular, Spring Boot, J2EE

Machine Learning
PyTorch, TensorFlow, Neural Networks

DevOps
Linux, Docker, Git, Perforce, CI/CD

Project Management
Agile (Scrum, Kanban), Lean thinking

Languages

French
Native speaker

English
Fluent (TOEIC: 905/990 – lived in Ireland for 2 years)

Interests

Tennis
Krav Maga
Gym

Looking for a position as an **Engine Programmer**, **Gameplay Programmer**, **Software Engineer**…

Education

Master in Video Games (Programming) | EQF Level 7   *Expected* June 2025
Haute Ecole Albert Jacquard, Namur, Belgium – *GPA: 14/20*
Gameplay & Tools Programming, 3D Math, Game Production, Game Design

Bachelor of Science in Computer Games Development | EQF Level 6   June 2023
South East Technological University, Carlow, Ireland – *GPA: 75%*
Programming, AI, Machine Learning, Online Multiplayer – **Best Project Award**

Professional Degree in Web App Development | EQF Level 6   Sept 2021
IUT Robert Schuman, Strasbourg, France – *GPA: 14.68/20*
Full stack app development (Web, Mobile, API)

2-year University Degree in Technology in Computer Science | EQF Level 5 Aug 2020
Institut Universitaire de Technologie Metz, France – *GPA: 13.94/20*
Programming, DS&A, Databases, Law, Economics, Math – **Top of class in 4th semester**

Work Experience

Full Stack Engineer (Internship)   March 2022 – Aug 2022
Expleo – Montigny-le-Bretonneux, France
- Collaborated with the Expleo Return Parts team to improve the workflow of returning defective Renault car parts for analysis
- Developed an app to replace a shared Excel file used by dozens of incidentologists
- Helped shape a forward-looking vision, which led to the interest of Renault to implements a similar system directly

Web Developer (Apprenticeship)   Sep 2020 – Sep 2021
CG Project Management – Strasbourg, France
- Architected and developed features for a project management app called Gouti
- Developed highly requested features such as "Project Templates", "Knowledge bases" or "Automatic Workflow"
- Led to the growth of the app functionality, transforming the app into an ERP

Talend Developer (Internship)   May 2020 – July 2020
Université de Versailles Saint-Quentin-en-Yvelines – France
- Developed, tested and validated the extraction of data with Talend Data Integration tool on the university databases
- Formatted data requested by the French Higher Education Ministry, to assess the success of a government reform
- Developed an automatic data verification script on the database, which improved data validity and integrity
- Facilitated the generation of online exams, during the COVID-19 crisis by developing an automation script

Projects

Alazia   adriendudon.me/projects/alazia
Cosy, uncomfortable 3rd person game where we drain and redistribute life from creatures and environment, and solve puzzles during our adventure

Space Orbit   adriendudon.me/projects/spaceorbit
Educative game where the goal is to successfully launch a rocket ship into orbit, using the law of universal gravitation from the real world, to teach how it works.

Comparison of 2 image-based neural networks adriendudon.me/projects/cnnvsswin
Research paper comparing 2 neural networks algorithms for an AI agent to learn how to player computer games.