Adrien Dudon

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Looking for a position as an **Engine Programmer**, **Gameplay Programmer**, **Software Engineer**...
Available from October 2025.

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

Education

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

Bachelor of Science in Computer Games Development (*EQF Level 6*), SETU – Carlow, Ireland — June 2023
- *GPA: 75%* | Programming, AI, Machine Learning, Online Multiplayer – **Best Project Award**

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

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

Work Experience

Full Stack Engineer (Internship), Expleo – Montigny-le-Bretonneux, France — March 2022 – Aug 2022
- 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

Web Developer (Apprenticeship), CG Project Management – Strasbourg, France — Sep 2020 – Sep 2021
- 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 a full-featured Enterprise Resource Planning

Talend Developer (Internship), Université de Versailles Saint-Quentin-en-Yvelines – France — May 2020 – July 2020
- 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. Developed as a team-effort for the completion of my Master.

Space Orbit — adriendudon.me/projects/spaceorbit
- 2D game, where the goal is to successfully launch a rocket ship into orbit
- Use law of universal gravitation from the real world, to teach in an educative way 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.

Languages

French: native
English: fluent (lived in Ireland for 2-years – TOEIC 905/990)

Referees

Laurent Melot – Quality Technical Manager at Expleo — lmelot@hotmail.com
Christian Gutekunst – Head of CG Project Management — cg@cg-project-management.fr – +33 (0) 6 70 01 50 29

Interests

Sport: Tennis, Krav Maga, Gym, Running