Contact

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🌐 Website

in basilemillereux

Profile

Thanks to my experience in the military, I have been able to develop my discipline, teamwork, and cohesion.

These are qualities that I enjoy applying to the world of video games. I love the challenge of coding, it is as rewarding to me as playing, so I spend a lot of time on it.

Languages

French - Native

English - Working proficiency

Skills

Programing languages

C#   C++   C   Lua

Engines

Others

fmod   Wwise

mantis   TC   Ps   (Blender)   git

Hobbies

- I work hard on grow up my own game studio.
- 12 years of horseback riding, I love animals, going on hikes and camping.
- My favorite game is Mortal Online.
- I enjoy baking pastries for my colleagues at work.

Basile
MILLEREUX
Programmer - UI - Gameplay - Audio - Tools

Experiences

Poly Up
Unity Developer

Smow Games

2D | Survival Tetris | Stylisé | Plateformer

Out on Steam & GooglePlay

10/2024 - Now | **4 months+**

Solo Project

- Inifinite level generator with tilesets
- Leaderboard & Save system with Firebase
- Unity Devops
- Understanding all difficulties to publish game on Googleplay & Steam as indie dev

TCG (Trading Card Game)
Unity Developer

Cross The Ages (France)

Card game board | Mobile | PC | 2D | WEB 2-3

09/2023 - 05/2024 | **9 months**

8 prog

- Request GraphQL & Code Async
- Injection Dependency (Zenject)
- Optimization tools (Auto Batch)
- Sound system implementation (Fmod)
- Pattern MVC (Model-View-Controller)

Naheulbeuk's Dungeon Master
Audio & Gameplay Programmer

Artefacts Studio (France)

3D | Sandbox | Builder | Casual | Humor

02/2023 - 08/2023 | **6 months**

10 prog

- Wwise and Unity tooling
- Pipeline & sound integration
- ECS (Entity Component System)
- TRC & Portage Nintendo Switch

Orbital Decay
Project Leader & Unity Developer

Helium Studio

3D | DogFight | FPS | Action | Online

12/2021 - 06/2022 | **6 months**

5 Prog

- Programmer Online & UI
- Spaceships and Turrets Controllers & Systems
- Online authority management peer-to-peer using Mirror

Portal Defender
Unity Developer

Smow Games

2D | TD | Solo | Stylisé | Action

Out on GooglePlay

08/2021 - 11/2021 | **3 months**

Solo Project

- Tileset & UI & AI & Gameplay
- Tool infinite wave + difficulty system
- Creation and deployment of a prototype on Google Play

Military infantry   2018 - 2019

- Militaire du rang - 21e RIMA Fréjus (France)

Education

2019 - 2023 | RNCP programming level 6 obtained at Creajeux (FRANCE)

2018 | BAC Science and Technology of Management