



THOMAS BERGER

gameplay programmer

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PROFESSIONAL EXPERIENCES

“Endurance Motorsport Series”

Endurance racing game – Gameplay Programmer

KYLOTONN KT-RACING, JANUARY 2024 – TODAY

- Creation of specific **gameplay systems** and **components**, directly **in-engine**, whether for the needs of the current project or designed to be cross-projects and future-proof.
- Implementation of **3C systems** related to the cockpit and on-track cameras, driving feedback, race events and menus.
- Refactoring of **engine components** linked to gameplay features, online systems, sound engine or UI elements.
- Implementation of many **UI elements** of the game, through menus and in-game HUDs.
- Development of a **network manager** used to create rooms and join online races, with error handling and fallbacks.

“Crown Wars: The Black Prince”

Tactical RPG – Gameplay Programmer

ARTEFACTS STUDIO, MARCH 2023 – SEPTEMBER 2023

- Implementation of diverse **in-combat feedback algorithms** for the player to preview the possible outcomes of their actions, or the movement their characters will make.
- Development of gameplay features that generate **random scripted cinematic events** whenever an enemy is killed or a specific action is performed.
- **Integration of VFXs and assets** to add some feedback in the battle selection menus.
- Development of Blueprint **tools**, to help designers and artists integrate cutscenes between and during battles.

PERSONAL PROJECTS

“Fracture”

Game prototype – UI & Online gameplay

SINCE MARCH 2025

- Discovering and learning of **the online framework** of Unreal Engine.
- Implementation of **custom UMG widgets** and learning of how to display networked data through the Unreal architecture.
- Learning how to deal with **physics** and inputs in **networking**.

“Project Lambda”

Novel – Science fiction / Uchronia

SINCE SEPTEMBER 2022

- Writing of a science-fiction novel, in my free time.

SOFT SKILLS

- Good communicator, great ability to **work within a team**
- Used to diving into **large existing codebase** without fear
- Strong willingness to learn, not afraid to **ask questions, curiosity-driven**
- Strong attention to **detail**
- Enjoys **problem-solving** and building resilient systems
- And of course, a **burning passion** for coding

HARD SKILLS



Unreal Engine 5



Godot



C & C++



Golang



Git



Tortoise SVN

FORMATION

Game Programming Bachelor

CREAJEUX NIMES, 2020 – 2023

- Core concepts and principles of game development and programming

DUT Métiers du Multimédia et de l’Internet

UGA GRENOBLE, 2018 – 2020

- Web development and communication

HOBBIES

My most played game

League of Legends ::

My favourite artist

Eagle Eyed Tiger ❤

My comfort show

Maniac 😊

My favourite manga

Radiant 🔥