THOMAS ANDRÉ
GENERALIST GAME DEVELOPER

PORTFOLIO

Thomas-andre.fr

CONTACT INFO

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www.linkedin.com/in/t-andré

SOFTWARE

Visual Studio
C# / C++ development

Unity
Games in C#
Editor tools

Unreal Engine
Games in Blueprint and C++
GAS, multiplayer and shaders

Git / Github Desktop
CLI and GUI versioning

P4V
Versioning with Perforce

LANGUAGES

English: Good conversational level
C1 Level - Perfect score at TOEIC

French: Native language

HOBBIES

Model making and 3D printing
Indie and simulation games
Fish keeping
Lego

PROFESSIONAL EXPERIENCES

SOFTWARE ENGINEER - VIRTUOS PARIS
Full Time | July 2023 - October 2025 | 2 Years 3 Months

- Contributed as a generalist developer to AAA and AA games.
- Worked within large-scale production pipelines and workflows.
- Collaborated with international teams and external clients.

CO-FOUNDER & DEVELOPER - RANDOM DUDES
Independent | May 2020 - January 2022 | 1 Year 8 Months

- Developed projects ranging from mobile F2P to Switch games.
- Followed games from pre-production to final release.
- Gained experience in production planning and project delivery.

GAMEPLAY DEVELOPER - WORLD GAME
Internship | March 2021 - August 2021 | 6 Months

- Created serious games to analyze data through gameplay systems.
- Prototyped Unity games to explore mechanics and design ideas.
- Integrated complex systems (AWS, neural networks) into games.

PROJECTS

CYBERPUNK 2077
Virtuos Paris | July 2024 - July 2025 | 1 Year

- Developed complete features within a small team in a AAA game.
- Implemented and reworked systems within a proprietary C++ engine.
- Contributed to AI, gameplay, and tech art systems.

UNRELEASED UNREAL MULTIPLAYER PROJECT
Virtuos Paris | January 2024 - July 2024 | 7 Months

- Created the architecture of a new online multiplayer project.
- Implemented multiplayer gameplay features using GAS.
- Wrote custom netcode for complex character movement.

RUNESCAPE: DRAGONWILDS
Virtuos Paris | July 2023 - December 2023 | 6 Months

- Iterated on an online multiplayer combat system.
- Collaborated closely with an animation developer for combat.
- Refactored multiplayer systems to improve reliability.

PALEO CLASH
Isart Digital Paris | September 2022 - June 2023 | 9 Months

- Rapidly prototyped a new game concept before refining it.
- Created abilities with heavy interaction with the environment.
- Resolved technical challenges specific to local multiplayer games.

EDUCATION

MASTER'S DEGREE IN GAME DESIGN & PROGRAMMING
Isart Digital Paris | September 2019 - July 2023 | 4 Years