



QUENTIN SUTTER

GAME PROGRAMMER

PERSONAL PROFILE

I approach every day with positivity and a commitment to self-improvement.

I'm autonomous, proactive, and unafraid to voice my opinions constructively when identifying potential challenges.

SKILLES AND KNOWLEDGE

I have over five years of experience as a professional video game developer. I am highly proficient in **Unity** and the **C#** programming language and Git.

I have solid skills in Photoshop, Illustrator, 3ds Max, Unreal Engine, and the Microsoft Office suite.

COORDONNÉES

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PROFESSIONAL EXPERIENCE

Programmer Unity C#

Unique Cube (April 2024 - November 2024)

Programming of puzzle mobile games.

Unity and Unreal programming teacher

ICAN (September 2022 - April 2023)

Creation of courses, exercises and assessments for 4th and 1st year students.

Programmer Unity C#

TeamTO Games (2017 - January 2022)

Conception, programming and balance of mobile games.
Brainstorms - Level Design - Tool creation for Level design and marketing

Programmer Unity C#

Funambules Games (2017 - 2023)

Create and develop hybrid applications blending video games and board games.
Present the game in fairs and exhibitions

EDUCATION

Institut de Création et d'Animation (ICAN)

Master's degree in Game Design, 2018

AR - Economics - Ergonomics - Game Design -
Game Design - Graphics (2D and 3D) - History (video
game and Arts) - Level Design - Management -
Narration - Programmation - UX Design - VR

INTERESTS AND HOBBIES

I love video games (RTS, TBS, TCG, RPG) and board games

I play badminton, practice hiking and climbing

I have been playing pen and paper role-playing game for over 20 years as a Game Master and player