

# MILAN IRIGOYEN

Software Engineer / Game Programmer

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## PROFILE

Outgoing team player proficient with Agile/Scrum methodology. Able to take ownership of core components and workflows. Experienced in all levels of feature development from design, implementation and debugging. Proficient in Continuous Integration / Continuous Deployment.

## WORK EXPERIENCES

### Game Programmer C# / Java

Ludia

2019 - ongoing Montréal, Québec

Liveops developer on Story, a narrative content-heavy Unity mobile game. Currently working on an unannounced project.

- Developed and optimized features on a live-ops game
- Designed architecture for a server-authoritative mobile game
- Designed version control and deployment workflows for CI/CD
- Designed and implemented main gameplay feature on backend and frontend
- Leading a small dev team during production

### Developer C++ / OpenGL

Allegorithmic

2016 - 2019

Clermont-Ferrand, France



Main developer of the bakers, a component that stores complex details of 3D models into 2D textures

- Development on every level, from low level features to UI
- Improved performance on big 3D models (> 10 million polygons)
- Coordinated integration in softwares with separate release schedules
- Setup and deployed automated tests
- Refactored architecture to improve scalability

### Research engineer (internship)

Laboratoire Systèmes et Transports

2014 - 2015 (6 months)

Belfort, France

Conception and prototyping of a mobile serious game to educate students on energy consumption

- Designed and implemented a city builder simulator for mobile
- Integrated real environmental and societal data in simulation

## EDUCATION

### Diplôme d'Ingénieur en Informatique

Université de Technologie de Belfort-Montéaliard

2013 - 2016 Belfort, France

- Equivalent to a **Master's Degree in Computer Engineering**
- Specialization in computer graphics and virtual reality

### DUT Informatique

Université Lyon 1

2011 - 2013 Lyon, France | Dundee, UK

- Equivalent to a **Diploma of Higher Education in Computer Science and Software Engineering**
- Exchange semester at **Abertay University, Dundee, UK** which led to a **Bachelors of Computer Games Technology**

## SKILLS

Programming : C++, C#, Java, Python

Version control : Git, SVN

Graphics programming : OpenGL, GLSL

Game engines : Unity, UE4

Project management : Agile, Scrum

## LANGUAGES

French : native language

English : BULATS 99 points

Spanish : notions

## HOBBIES

Playing and making games of all kinds

Close-up magic

Rock climbing

Playing music : EWI, saxophone, guitar