

Xavier Tissot

Game Programmer

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Portfolio <http://www.xaviertissot.com/>

Work History

2019-01 - Current

Reddium

Game Programmer

- Founded my own company to work on my projects as well as do freelance contracts.
- Worked with Arkane Studios to finish "Wolfenstein Cyberpilot".
- Worked on the MMORPG "Dragon Raja Global".
- Developed several game prototypes using Unity and Unreal Engine.
- Started development on an in-house game Engine for an unannounced project.
- Worked for Paladin Studios on the games "Nailed it! Baking Bash" and "Cut the Rope Remastered".

2015-04 - 2018-12

Arkane Studios

Tool & Engine Programmer, Lyon

- Worked on the games "Dishonored 2", "Dishonored: Death of the Outsider", "Wolfenstein Cyberpilot" and "Deathloop".
- Worked with Level Designers to improve existing Tools.
- Designed and made a Tool to collect various statistics about the game's maps.
- Designed and made a Tool to simplify the management and submit of Perforce changelists.
- Designed and made a Visual Studio extension for programmers to facilitate some common tasks.
- Designed and made Bug and Crash Reporting Tools.
- Managed and improved existing internal distributed Build System.
- Managed and improved existing Publishing Tools.
- Improved existing Profiling Tools.
- Profiling and optimization of the game's engine, mainly memory optimizations.
- Integration of PSN, XBL and Steam Services.
- VR Gameplay Development.

2015-01 - 2015-04

Ubisoft Mobile

Engine Programmer, Paris

- Bug fixing on several Android titles.
- Designed and made a gamepad interface for the Android and iOS versions of the Engine.
- R&D on improving the build process.

2014-07 - 2014-12

Ubisoft

Engine Programmer Internship, Paris

- Worked on the game "Ghost Recon: Wildlands".
- Built interfaces for gameplay programmers to communicate with the NavMesh.
- Designed and made a Tool to generate Cover Points on the NavMesh.
- Designed and made an interface for Gameplay Programmers to query the Navmesh about vaults.
- Implemented an interface to patch the Navmesh at runtime.
- Implemented a Tool to handle multiple Navmesh states.
- Implemented a Tool to generate Navzones.

2009 - Current

Dragon Raja Global

Lead Developer

- Worked on maintaining the 2000 MMORPG Dragon Raja Online during my free time.
- Lead a small team of volunteer Designers, Programmers and Game Masters.
- Designed, programmed and hosted ingame Events.
- Multiple bug fixes over the years.
- Implemented several new gameplay features as well as done class balancing.
- Several big code refactorings.
- Built several systems to detect cheaters.
- Handled a community of a few hundred players for over 12 years, including support.

Achievements

- Gold Medal in Video Games category at Microsoft's 2013 Imagine Cup France with the game Seed.
- Bronze Medal in Video Games category at Microsoft's 2013 Imagine Cup World with the game Seed.

Qualifications

- Programming Languages : Fluent in C/C++ - C# - Java - Python
- Web : HTML - JavaScript - PHP
- Databases : MSSQL, PostgreSQL
- Engines : Unity - Unreal Engine 4 & 5
- Technologies : DirectX 11 - OpenGL - Vulkan- MFC - Qt - Networking - VR
- Platforms : PS4 - Xbox One - Windows - Steam - Linux
- Versioning : SVN - Mercurial - Git - Perforce
- Languages : Native French - Fluent in English - Notions of Spanish

Education

2012-09 - 2014-06

Master: Video Games Programming

SupinfoGame - Valenciennes, France

- Learned to use several Game Engines with a focus on Unity.
- Worked as a team with other students during what were called "Intensive Weeks" where games had to be made in a week or two with a given subject and constraints.
- Developed a game over the course of 6 months with three other students and went to the ImagineCup World Finals.
- Worked during 9 months on the graduation year with a team of eight students on a 3D platformer video game.

2009-09 - 2012-06

Computer Science

SUPINFO - Lille, France

- Programming in C, C++, C# and Java.
- Web development in HTML, JavaScript, PHP, JEE and ASP.NET.
- Oracle Database management.
- System Administration for Windows, MacOS and Linux.
- Cisco networking solutions .

Interests

- Video Games (RPG, MMORPG, A-RPG, FPS, Stealth, Survival Horror, Action/Adventure)
- Drawing
- Animes & Mangas, Cinema
- Badminton, Ski
- Speedrunning
- Programming & Prototyping