Théo Marchal
software engineer

👤 He/him

📅 13/10/1993

🏠 Paris, France

📞 (+33) 6 30 06 15 75

✉️ me@theomarchal.com

🌐 https://theo.marchal.dev

in https://linkedin.com/
in/marchaltheo/

Programming

Languages
C++ - C# - C

Game engine
Unreal Engine

SDKs
PlayStation - Xbox -
Steam - Epic

Version control
Perforce - git - svn

Systems
Windows - macOS - Linux

Skills
Team worker
Versatile
Creative

Languages

- **French** native
- **Spanish** bilingual
- **English** fluent
- **Japanese** JLPT N3

Hobbies

- Video games
- Photography
- Cycling
- Urbanism & mobilities
- Rock music
- Software development

Work experience

2018 → 2023 **DON'T NOD** – Paris
- Gameplay programming, console and SDK integration on Twin Mirror.
- Interactive gameplay features, animation and AI on Jusant.

2017 **Backlight** – Paris
Network programmer on Eclipse, a VR escape game. Development of a versatile audio chat communication system and networking features.

2015 → 2016 **Epitech Innovation HUB** – Paris
Game teacher giving technical & design feedback on student projects; Unreal Engine and game design workshops; new technology prototypes.

Projects

2021 → 2023 **Jusant** –
- Gameplay features: ziplines, elevators, etc.
- Ballast (companion) animation and behaviour.
- Fauna systemic behaviour, gameplay and animation.

2018 → 2020 **Twin Mirror** –
- Multiple gameplay features (such as a puzzle - clue system, a layered inspector system, among many others).
- PS4 and Xbox One streaming install, Steam integration.
- Epic Online Services complete SDK integration.

2017 **Eclipse** – VIVE
- Audio chat communication system plugin.
- Networked gameplay features.

→ Please visit my website to see my personal projects.

Education

2011 → 2016 **EPITECH** – Nancy & Paris (France)
Master degree in computer science.

2014 → 2015 **Keimyung University** – Daegu (South Korea)
- One year exchange student in the game department.
- Game project class as part of the Digipen exchange program.

2008 → 2010 **Jean Mermoz High School** – Buenos Aires (Argentina)
French baccalaureate (specialty in science) and Argentinian baccalaureate.

Associations

2013 → 2014 **Game Development Group** of Nancy
Project manager of a coin-op arcade cabinet, made from scratch.

2007 → 2011 Chief editor at **iPomme Mag**
Founder of iPomme Mag, a free online magazine about Apple.