

CONTACT

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Lyon, France

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KEY SKILLS

Technical

- Unity, Unreal Engine (BP, C++)
- Gameplay systems prototyping & mechanics implementation
- AI behaviours, Behavior Trees & level scripting
- Gameplay balancing, UX readability & player feedback

Soft

- Teamwork & Collaboration
- Problem-Solving
- Autonomy & Self-Management
- Positive Team Spirit

EDUCATION

2021 - 2024

MASTER OF SCIENCE

- Specialized Game Development
- Gaming Campus (Lyon, FR)
- Valedictorian 2023

2024

MASTER'S DEGREE

- Intelligent App & Big Data
- Independent Candidate

2019 - 2021

DUT IN COMPUTER SCIENCE

- IUT Valence (Valence, FR)

LANGUAGES

English - C1 (CLES B2 2020)

French - Native

Spanish - A1

JÉRÔME CORNU

24 YO

TECHNICAL GAME DESIGNER

PROFILE

Technical Game Designer with experience in Unity and Unreal Engine, specialized in prototyping gameplay systems and implementing mechanics.

Passionate about designing engaging player experiences by bridging game design and technical implementation.

Proactive, communicative, and comfortable collaborating with designers, artists and programmers to iterate on gameplay features.

WORK EXPERIENCES

Game Developer - MathsAndGo

2023 - 2024

Apprenticeship (Remote)

- Designed and implemented gameplay loops and core mechanics for 3 educational games (TypeScript, Phaser).
- Built systems balancing learning and engagement with progressive difficulty and rewards.
- Developed AI behaviors and responsive UI adapted to children.
- Iterated on gameplay through testing to improve player experience.

Gameplay Programmer - Pôle Prod

2022 - 2023

Apprenticeship (Le Soler, FR)

- Designed and developed mechanics in Unreal 4 and 5 (Blueprints).
- Developed AI behavior, combat mechanics, and progression features.
- Automated Unreal Engine data workflows via Excel to improve character customization system.
- Wrote and maintained documentation for designers, 3D artists and programmers. Updated the GDD for the team.

Game Projects - Gaming Campus

2021 - 2024

Academic Project-Based Learning (Lyon, FR)

- Completed 20 group projects covering full-cycle game development.
- Took charge of all aspects of development: mechanics, systems, UI, AI, level scripting, iteration, multiplayer...
- Designed and developed games across various genres using Unity and Unreal: FPS, puzzle, management, platformer, infiltration, etc.
- Participated in UX and mission layout improvements based on player feedback (Indie Game Lyon FR - 2022).

ADDITIONAL INFORMATION

- Board game designer (Andor expansions, Cthulhu Wars)
- School ambassador, Member of campus association (2021 - 2022)
- Competitive tennis player (rank 15/5)
- Driver's license (B)