

GAMEPLAY UI/UX PROGRAMMER

PROFILE :

As a gameplay and UI/UX programmer, I strive to create clear interfaces and responsive game systems in Unreal and Unity. My goal: making sure the player truly enjoys playing. Sociable and at ease in a team, I like exchanging ideas with my colleagues to set the right direction.

CONTACT :

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LimuleGit

EDUCATION :

Student at Créajeux, where I have honed my game development skills through a variety of projects, while also growing as a team player.

General Baccalaureate, learned SQL, HTML and Python.

LANGUAGES :

French : C2 English : B2

INTERESTS :

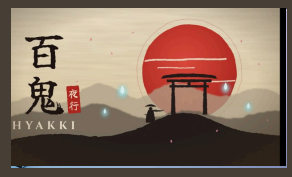
Video games, Film, Manga, Music, Discovery

PROJECTS :



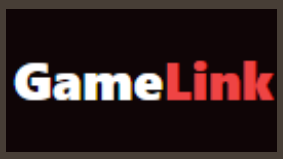
Freeball (Volleyball Video Game) In DEV

Full design of the user interfaces (UI/UX) and integration of visual effects (VFX)



Hyakki (3D Rogue-like) In DEV

Action rogue-like inspired by Japanese folklore: 4 heroes, rune builds, co-op



GameLink In DEV

Development of a complete app aimed at centralizing and simplifying user management



Fish'n Ship (UI/UX) 2026

Full design of the user interface (menus, settings, gameplay UI)



Godbreak 2025

Full development of gameplay systems: crafting, inventory, item management, magic



Niva (Level Design) 2024

Design and creation of levels with progressive difficulty and UI

EXPERIENCE :

Rental Manager – Bump Cycles
(Summer 2021, 2022, 2023 and 2024)
Independent management of a rental point / Organization and operations management / Developing autonomy and a sense of responsibility

Municipal Police Assistant – La Grande-Motte
(Summer 2025 and 2026)
Teamwork in operational settings / Handling sensitive situations and interacting with the public / Developing composure, rigor and a sense of responsibility