

# Julien Berthou

Gameplay Programmer & Designer

Grifdail

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## Profesional Experience

### Homoludens 2021-2024

I've worked on [Blooming Business Casino](#), released in 2023. I was responsible for the implementation of multiple gameplay mechanics as well as most of the UI integration, in collaboration with the game designers and artists. I also worked on multiple tools, prototypes and mechanics for canceled and unannounced projects.

Unity PC Console UI Programming



### Asmodée digital 2018-2021

Among a small team, I worked on several updates and DLC for [Terraforming Mars](#). I also worked on bug fixes and prototypes for several other projects.

Unity PC Mobile Online



### 3DDuo 2017-2018

Among other games and application projects, I mostly worked on [Takenoko](#) for which I was the main programmer from the first prototype to release.

Unity PC Mobile Online



### Kontest 2015-2016

I worked with a small team on the creation of an online marketing platform that allow brands to create personalized games. I was mostly tasked with prototyping the game to be integrated on the platform.

Web Javascript React

### Kiwapp 2014-2015

Kiwapp was a platform that allowed companies to feature app on tablet directly in their store and waiting room. There I worked on multiple minigames and virtual catalogs.

Web Javascript Mobile

### Toxicode 2013-2014

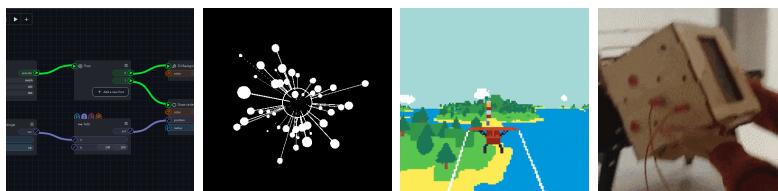
I worked on many web R&D projects that focused on programming and computer science education for kids. I also help on multiple client's projects such as a website or a leaderboard server.

Web Javascript NodeJS

## Personal Projects

On my free time, I spend a lot of time working on game prototype and tools. Most of these projects allow me to experiment with tech, game mechanics or even visual aesthetic. I also love to make tools that help me find new way to be creative. For instance, [Node Painter](#), is a web accessible visual programming tool designed to create short procedural animations.

TypeScript Unity Godot ThreeJS React



I am a programmer and Game Designer from Paris, France. I've contributed to many game and web project, including 3 games available on Steam. I especially love finding solutions that solve both technical and design problems at the same time. I also love working on UI programming. When I'm not working, I'm probably cycling or playing Baseball.

## Degree

### Game Design & Programming Isart Digital 2013-2016

## Other skills

- Game Design
- Tool Programming
- Shader Programming
- Processing / P5js
- Tech Art
- Electronics
- Unreal Engine
- C++ C++
- Basic 3D modeling
- English
- English
- Driving Licence