

# GUILHOT Nathan

## Game Programmer

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PORTFOLIO



<https://nathan-guilhot.com>

## My skills

- Game programming: *C#/ Unity, Python, Lua, C/C++*
- Web development (*html, css, js, php, SQL/ MySql, Wordpress*)
- eCommerce websites (*Prestashop, Stripe*)
- Experience with development tools: *Git, Perforce*
- Graphic design and communication  
*Poster, flyers, social networks, logo, large format banner*

## Background

### 2016-Present - Game programming

- ◇ *Online course, books and self-learning*
- ◇ *More than >20 games published on itch.io (see my portfolio for more details)*

### 2020-Present - Freelance developer

- ◇ *Autonomy, Problem Solving, Communication and Customer Service*
- ◇ *Creation of converter and automation scripts*
- ◇ *Design of tools and interfaces for non-coders*
- ◇ *Extensive writing of documentation*

### 2019-2020 - L1 Licence of History of Art and Literature

### 2018-2019 - Training "Web and Mobile Web Developer" in Carcassonne (France) by Simplon

### 2017-2021 - Discussion club leader in an association

- ◇ *Organizing and communicating events for the general public*
- ◇ *Mobilizing and leading a team of volunteers, organizing meetings*
- ◇ *Creation of communication materials*

### 2017-2018 - Civic service animator for the association "Les Petits Débrouillards".

- ◇ *Scientific mediation with young people and local communities*
- ◇ *Organization and animation of workshops in autonomy with various public (children, adults, colleagues). Writing documentation about.*
- ◇ *Creation of communication support (flyers, poster, logo).*
- ◇ *Use of CNC machine*  
*(3D printer, laser cutter, Vynil, digital milling machine)*

### 2017 - Scientific Baccalaureate with ISN option

*(Computer Science)*

## Spoken languages

- ◇ *French (native)*
- ◇ *English (fluent)*
- ◇ *Polish (learning)*
- ◇ *Spanish (notion)*

I communicate daily in English, both written and spoken