



BASTIEN ZIGMANN

Game Developer Unreal Engine / C++

PROFILE

Computer science master degree.

Aged 28, I'm passionate about IT, always on the lookout for new discoveries, learning and challenges.

Positive and sociable, I integrate easily into teams and know how to be the driving force behind group spirit.

SKILLS

Unreal Engine, C++
Unity, C#
Java, Python, Shell/Bash, SQL
DevOps technics, Git
Architecture, Algorithmes
Linux, Windows

Permis B

LANGUAGES

Native French
Fluent English
Academic Spanish

CONTACT

Phone : +33 6 31 14 39 83
Mail : bastien@zigmann.org
Portfolio : <https://bastien.zigmann.org/>
Website : [LinkedIn](#), [Itchi.io](#)

HOBBIES

Hiking
Software development (personal projects)
Photography, Art
Video games
Travel
Cooking

PROFESSIONAL EXPERIENCE

Independant Game developer Unreal Engine 5

Since september 2024

Published [Porkelin Star](#) : Tower Defense developed on unity during [Mini Jam 189: Cooking](#). Collaboration with a small team composed with developers and artists.

Technologies : C#, Unity, Git

Indy project development ([Portfolio](#)) :

- [Rogueie](#) : Rogue-like using custom-built systems for enemy AI, map generation, character...

Prototypes :

- [Survival Island](#) : Realistic graphics, use of unreal engine and blueprint systems, resource harvesting, crafting, base building, enemies...
- [Crypt Raider](#) : Realistic graphics, working with lumen and lights.
- [Toon Tank](#) : Tank combat with cartoon graphics, particle effects, sound and camera effects manipulation.

Technologies : C++, Unreal Engine, Git

Apex Timing – C++ backend developer

July 2023 – September 2024 (1 year 2 months)

Timing and entertainment center management software from checkout to track (13 employees)

The company's second C++ developer, highly versatile.

Examples of projects handled

- Implementation of devops procedures and systems, documentation, etc.
- Development with a partner company of customized LED panels, radio communication.
- Integration of ANCV vacation voucher API in conjunction with ANCV.
- Development of a server interface for IT asset management, sending WOL signals, centralized control.
- Integration of security gates with QR code scanning.
- Development of bowling center management system, interfaced with Brunswick systems.
- Integration of google FCM notifications
- Development of server tools such as a crontab task scheduler.
- Passage and validation of NF525 standard.
- Last level support

Technologies : C++, C++Builder, Git, SQL



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Reynolds & Reynolds - Full-stack Java Developer

February 2021 - July 2023 (2 years 6 months)

Software and services for the automotive industry (200+ employees in the French branch)

Maintain and evolve the company's core software. Evolutions and modernization of software and technologies.

Distinguished as "Employee of the Month" in February 2022

Developer in a team dedicated to spare parts

Examples of projects

- Development of a professional-to-supplier tire sales site
- Development of an inventory procedure with scanning
- Project to improve stock management interfaces
- Last-level support

Technologies : Java, SQL, Tomcat, SVN, UniVerse (associated Basic), JSP

INRIA – Internship – Research Engineer, Python

June 2020 - December 2020 (8 months)

Development of a Python library generating terrains using combinations of noise functions: [LandSeed](#)

Technologies : Python, Git, OpenGL, GLSL

Kobe University Science laboratory – Research internship, Python

May 2019 – June 2019 (2 months)

Exchange internship in Japan as part of a collaboration with Grenoble Alpes University.

Work on software validation using machine learning.

Publication: "Toward Evaluation of Deployment Architecture of ML-Based Cyber-Physical Systems" at the 34th IEEE/ACM International Conference on Automated Software Engineering

Technologies : Python, Azur ML studio

XSALTO – CDD – Mobile application developer

2018 (7 months)

Software, hosting and services for professionals (25+ employees)

Development and initial publication of an audio guide mobile application :

[Tellnoo](#)

Participation in the development of a mobile application OpenStreetMap data validation project.

Technologies : OpenStreetMap, WikiData, TypeScript, JavaScript, Android studio, Java

FORMATION

Université Grenoble Alpes –

IM2AG

2018-2020

[Master of Computer Engineering](#)

Mention : Good

Université Grenoble Alpes - DLST

2014-2018

[Bachelor of Computer Science](#)