


Alsac Theophile

Gameplay Programmer Intern - 4-month internship (May to August)

 <https://altsproduction.ovh/>  theoalsac@icloud.com  Villebon sur Yvette France

 [linkedin.com/in/theophile-alsac-154707193](https://www.linkedin.com/in/theophile-alsac-154707193)

Projects

Platformer | Space Mess team, a Unity game, School project 01/2025 – 02/2025

- Created the save system for encrypted game data and login.
- Developed the player's horizontal movement.
- Created the script linking to the player's animation.
- Resized the UI for mobile.
- Assisted the Game Art team in integrating their design into Unity and Git.

Flight Simulator Rafale, 01/2025 – 02/2025

INTERNSHIP ENTRY PROJECT 20h of production, 10-15h of documentation

- Created the technical documentation.
- Researched information about flight physics.
- Developed the simulator code.
- Tested values.
- Structured the work.

Ruche Happy Culture, a unity game, School project 11/2024 – 12/2024

- Create graphical assets.
- Develop code to replicate the real rush.
- Create animations to enhance the game feel.
- Design the games UI.
- Present the project results to the teacher.

Watch you Like solo, IOS application developed on xcode Swift UI, SQL, PHP, API connection 2020 – present

- Connect to the TMDB(The movie database) API.
- Create an SQL database for user data.
- Develop an API to access the SQL database.
- Create all the code of the application

Professional Experience

Responsible for application tests (Work-study programme) solo,

SPE7, Java script, php, cypress, nginx, linux

09/2021 – 09/2024 | Villebon sur Yvette, France

- Create the platform.
- Create the code to lunch tests.
- Generate test report.
- Communicate the return of the test

Computer technician in team,

ASHLoc, tplink, cisco, windows server

09/2020 – 06/2021 | Palaiseau, France

- Solve network problem.
- Install new materials.

Skills

iOS Application Development

Unity Development

Test Platform Development

Web application Development

Game Programming

Software Documentation

Computer network

Education

Associate Degree in Game Design & Programming (2nd year), Isart Digital

09/2024 – present | Paris, France

- Learn programming.
- Use editors.

Associate Degree in computer science general,

Campus Montsouris

09/2020 – 08/2024 | Paris, France

- Learn networking aspect.
- Create compagny IT.
- Communication between computer and program.

French Baccalaureat (French equivalent of High School diploma), Lycee Henry Point Carée

2019 – 2020 | Villebon sur Yvette, France

- development | maths option.

Languages

• French - Native language

• English - Professional proficiency

Interests

Photography

take pictures of wildlife, mainly

Music

I play drums.