Loïc Burcklé

Technical Game Developer

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Versatile game developer with 5 years of experience bridging art and code. I've contributed to mobile projects, indie games, and taught AR in art schools. With a strong technical foundation and a creative background, I'm well-suited for intermediate technical roles in game development.

WORK EXPERIENCE

Technical Game Developer | Bloomscales
08/2023 – Present, Strasbourg, France

- Executed Unreal Engine and Unity development projects for real time gameplay experiences.
- Engineered mobile game applications, enhancing user engagement through innovative designs.
- Conceptualised and created 2D/3D assets to enrich in-game environments.

AR Developer | nun Design
09/2021 – 07/2023, Strasbourg, France

- Developed augmented reality applications, facilitating interactive experiences across various platforms.
- Designed and implemented tools within Unity to streamline development processes.
- Applied 3D TechArt principles to enhance visual quality of projects.

Front-End Developer | Ranna
10/2020 – 07/2021, Strasbourg, France

- Executed front-end development tasks to create dynamic web applications.
- Designed user interfaces with a focus on user experience (UI/UX), ensuring intuitive navigation.
- Crafted development tools to improve efficiency for the team.

Graphic Designer | Bloomscales
01/2020 – 09/2020, Strasbourg, France

- Created captivating 2D/3D images to support marketing and promotional efforts in e-Sport.
- Edited videos to produce engaging content for various platforms.

Level Designer | I am a dog Studio
09/2019 – 01/2020, Strasbourg, France

EDUCATION

Master's degree - Game Development | Epitech
2020 – 2023, Strasbourg, France

Bachelor's degree - 3D Game Art Conception | LISAA
2015 – 2018, Paris, France

High school diploma - Science | Lycée Louis Pasteur
2013 – 2015, Strasbourg, France

SKILLS

Unity, Unreal Engine 5, C#, C++, Javascript, Python, Blender, Maya, Houdini, Substance, Photoshop, Illustrator

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LANGUAGES

French (Native)

English (Fluent)