

Baptiste Remy

Gameplay Programmer

Avenue des Tourterelles 44
1360 Perwez, Belgique

Rablo Games

2019 – 2024 **Necro Story**, *Generalist Programmer*

- Developing Necro Story, an indie RPG made with Unity, as a solo developer.
- Handling all aspects of production, including gameplay programming, systems design, content integration, and optimization.
- Managing console porting across all major platforms (Nintendo Switch, PlayStation, Xbox), ensuring compliance with each platform's technical requirements.

Appeal Studios

2019 – 2023 **Gangs of Sherwood**, *Gameplay Programmer*

- Developed enemy AI for Gangs of Sherwood, a AA multiplayer game made with Unreal Engine, working closely with animators and VFX artists to realize the game designer's vision.
- Took part in various aspects of the gameplay loop to support teammates and ensure cohesive gameplay systems.
- Implemented the achievement system for all target platforms (Steam, PlayStation, Xbox).
- Maintained the Perforce server and set up CI/CD pipelines to automate multi-platform builds.

2019 – 2019 **Outcast - A New Beginning**, *Tools Programmer*

- Developed a procedural building generation system to bridge the work between level designers and artists, streamlining world creation and improving visual consistency.

2018 – 2019 **Fort Boyard**, *Gameplay Programmer*

- Designed and implemented mini-games based on the Fort Boyard TV show, adapting mechanics while preserving gameplay fidelity.

Big Bad Wolf

2015 – 2018 **AR/VR Application**, *Interactive Programmer*

- Developed VR and AR experiences using Unity, integrating custom and atypical hardware to support innovative interactions.
- Optimized performance and ensured smooth user experience across a variety of devices and hardware setups.

Education

2013 – 2015 **Bachelor in Computer science**, *EPHEC*, Louvain-la-Neuve

2007 – 2013 **Bachelor degree in Engineering**, *Université Catholique de Louvain - Ecole Polytechnique de Louvain*, Louvain-la-Neuve
Major in Computer science and minor in electricity

Language

French Native Language
English Fluent

Technological skills

Programming language CPP, C# and a bit of Python
GameEngine Unity, Unreal