



BRYAN DANIEL

GAMEPLAY PROGRAMMER

PROFESIONAL EXPERIENCE

IIINTER SHIP

Quincaillerie Nahoata -Polynésie Française - Tahiti

June 2023 - August 2023

- Development of an application (Unreal Engine)
- Modeling 3D assets

INTER SHIP

Evans Bolh - Polynésie Française - Tahiti

July 2022 - August 2022

- Development of a trafic simulation on Unreal Engine
- Modeling 3D assets

EDUCATION

POLY 3D - PAPEETE - TAHITI

2021 - 2024

Animation and video game school

UNIVERSITY OF FRENCH POLYNESIA (UPF)

2020 - 2021

1st year of Science liscence

DIADEME HIGHTSCHOOL - Pirae - Tahiti

2020 - 2021

Terminal S - SVT

DIPLOMA

TOEIC

November 2023


Science Baccaulate degree - SVT

July 2020


Diplôme national du brevet (DNB)


2017

CONTACT

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 www.youtube.com/@bryandaniel1609

 Tahiti Mahina Mahinarama

SKILLS

- Team work
- Unreal Engine C++
- Unreal Engine Visual Scripting (Blueprint)
- 3D Modeling
- 3D Animation

LANGUAGE

- French : Native
- English : Intermediate