

Marc Gilleron

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Game programmer

I am passionate by digital creation. I worked on varied gameplay features, development tools, and sometimes engine systems. I like to understand how things work, why, and find efficient solutions, independently or in a team.

Skills

Programming:	Proficient in C#, C++ and GDScript, with additional experience in Zig, GLSL and Python OOP, ECS, multi-threading, networking, voxels, tools
Development tools:	VSCode, Git, Perforce, Visual Studio, JetBrains Rider
Engines/frameworks:	Mainly Unity3D and Godot, with side-projects made in Raylib, SDL or similar
Project management:	JIRA, Trello or spreadsheets for task tracking, Confluence for documentation
Collaboration:	Worked with multidisciplinary teams (design, audio, art), or remotely via Github

Work experience

Freejam May 2016 – January 2025	Gameplay programmer – Portsmouth, UK <ul style="list-style-type: none">- Team of 7~15 programmers within a studio of 15~30- Vehicle/world building & arena battle games: Robocraft, Gamecraft, Techblox, Robocraft 2- Building with blocks, weapons, in-game wiring system, AI behaviour tree, UIs, editor tools...- Architecture and design patterns to keep a large codebase maintainable- Unity3D, C#, ECS, network, rigidbody physics, multi-threading, Perforce
Ubisoft Mobile April 2014 – April 2016	Tools programmer – Montreuil, France <ul style="list-style-type: none">- Team of 5 tools programmers within a studio of ~60- Contributed to the creation of a new production pipeline- Creation and maintenance of tools: level editor, inspector, prefab system- C++, C#, Lua, Qt, WPF, WinForms, Git
2d3D-Animations June – August 2013	Gameplay programmer – Angoulême – France <ul style="list-style-type: none">- Gameplay and visual interface prototypes for a PC/tablet game in 3D- Unity3D, C#, NGUI, SVN
ICNN April – june 2011	Visual Basic programmer – La Rochelle – France <ul style="list-style-type: none">- Maintenance and evolution of a boat structure validation software

Education

2012-2014	Programming master at ENJMIN (Graduate school of games and interactive media) Worked on several team projects using Unity3D and Sifteo Cubes
2009-2012	Bachelor degree in computer science and numeric medias at the University of La Rochelle
2006-2009	A-level in science
Languages:	French native language, fluent English

Personal projects

Voxel engine (C++)	Multi-threaded, with Minecraft-like rendering or smooth rendering using variants of marching cubes, level of detail, generator with node graph editor, props scattering, edition, persistence and more. Mainly developed as an open-source Godot Engine module. I often re-implement it when learning new frameworks, such as Unity3D, Zig+Raylib, or Haxe+Heaps.io
Plugins	Several Godot plugins, such as a heightmap terrain and planet atmosphere rendering.
Godot Engine (C++)	Contributor to Godot Engine. Among others: poly-line rendering, curve editor, global text search, custom loaders, heightmap raycast, optimizations, bug fixes
Game Jams	I participated in several game jams, solo or in small teams, using Unity3D, Java, HTML5, Game Boy Advance
Music and audio	Cinematic soundtrack composition using Reaper and VST virtual instruments; Writing, acting and production of audio series (like movies without image)
Github	https://github.com/Zylann Portfolio: more at https://zylannprods.fr/portfolio