

Damien HARLÉ

Looking for a Game Programmer Internship

Contact

- Email : damien.harle@gmail.com
- Phone : +33 7 50 42 09 43
- Portfolio : damien-harle.com
GitHub : github.com/Kusm1c
LinkedIn : linkedin.com/in/damien-harlé-9ba22920b

Skills

 Unity	 Unreal Engine	 C#	 C++	 Python
 HLSL	 Azure	 Java	 HTML/CSS	 JavaScript
 SQL	 PHP			

Education & Projects

- Rubika Supinfogame, Valenciennes (2022–2025)** – Game Programming
- DUT Informatique, Amiens (2020–2022)**
- Bac S, Lycée Madeleine Michelis (2017–2020)** – Computer Science option

 Infernale Guerra RTS on Unreal Engine 5. 3C systems, optimisation, multiplayer & LiveOps See projects	 Almost Dungeon Dungeon Defender on Unity. Hero AI behaviors & intern tooling See projects
 Market Panik Casual hybride mobile game on Unity. Level builder & DB intégration See projects	 Discosmos MOBA 2v2 on Unity. Multiplayer via Photon See projects
 Portfolio Website Personal site HTML/CSS/JS. Projects and "secrets"... See projects	

Expériences

- 2024 — JRL-CNRS, Tsukuba (Japon)**
Unity (HLSL), Python & Microsoft API to integrate Azure Kinect and generate a point cloud.
Data sent to ROS and synchronized in Unity.
[Enhancing Humanoid Teleoperation Immersion](#)
- 2022 — Wabtec Amiens**
Azure server management, .bat scripting (PowerPoint), Excel VBA,
hardware debugging & tech support.

Langues

FR Français – native GB Anglais – advanced JP Japonais – self-taught (4 months immersion) IT Italien – learned in middle/high school

Centres d'intérêt

- Music – guitar (8 years, second cycle complete)
- Arcade, demanding & grind games – perseverance, skill-based, active learner
- Foreign languages & cultures – Japanese & Italian
- Science & research