

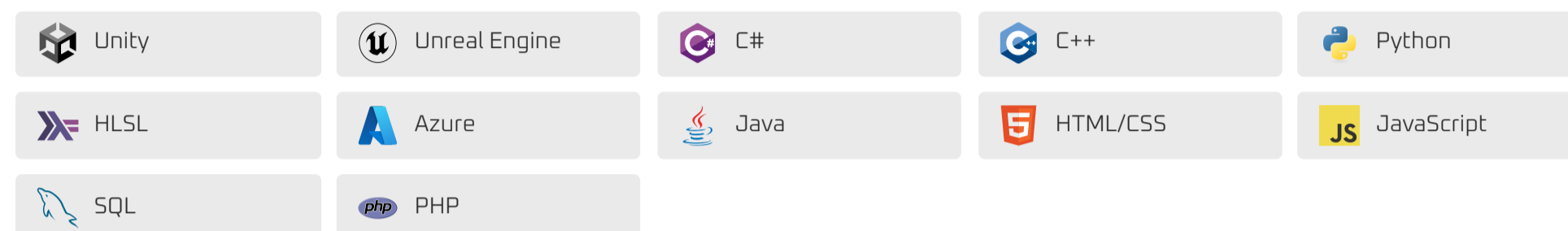
Damien HARLÉ

Looking for a Game Programmer Job

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-harle-9ba22920b

Skills



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](#)

Experiences

- 2025 — LAB AR/XR, Liège (Belgium)**
Unity (C#, HLSL) to develop an Augmented Reality applications for HEC Liège.
Participation at the exposition United XR Europe 2025 as exhibitor in Brussels.
- 2024 — JRL-CNRS, Tsukuba (Japan)**
Unity (HLSL), Python & Microsoft API to integrate Azure Kinect and generate a point cloud.
Data sent to RDS and synchronized in Unity.
[Enhancing Humanoid Teleoperation Immersion](#)
- 2022 — Wabtec Amiens (France)**
Azure server management, .bat scripting (PowerPoint), Excel VBA,
hardware debugging & tech support.

Languages

FR French – native GB English – advanced JP Japanese – self-taught (4 months immersion)

Interests

- Music – guitar (8 years, second cycle complete)
- Tabletop RPGs (DnD), tactical games (Fire Emblem, Advance Wars: Dual Strike) & rhythm games (osu!, maimai, beatmania) – strategy, perseverance, skill-based learning
- Foreign languages & cultures – Japanese & Italian
- Science & research