WESLEY PETIT

BAC+5 - PROGRAMMER

CONTACT

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https://wesleypetit.fr
https://github.com/wesley-petit

HARD SKILLS

Programming

C++, C#
Python, Node.js
Next.js, PHP, JavaScript, MySQL

Tools and Project Management

Unreal Engine, Unity
Terraform, Pulumi
Git, Perforce, Plastic SCM
Jira, Azure Boards, Trello

SOFT SKILLS

Agile
Autonomous
Teamwork
Invested

EDUCATION

Master in Computer Science - Gamagora - France

Lyon II | Sept. 2021 - Sept. 2023

LP MIAMI - Spec. VR / AR - France

IUT Paul Sabatier | Sept. 2020 - Juin 2021

DUETE - Spec. Video Games - Canada

UQAC | Sept. 2019 - Juin 2020

DUT MMI - Spec. Video Games - France

IUT Paul Sabatier | Sept. 2017 - Juin 2019

PROJECT

The Curse Of Nephera

*Lead Developer | Portal Like | PC | **Unreal Engine***

- Managed project following **Agile** principle
- Prototyped in **Blueprint** and produced in **C++**
- Coded a generic interaction system with the environment
- Developed light reflection on mirrors after interactions

WORKING EXPERIENCES

Online & Tools Programmer

Asobo Studio | Permanent Contract | Since October 2023

- Development for **Microsoft Flight Simulator** (2020 and 2024)
- Developed online services in **C#** (product ingestion, purchase service, authentication...)
- Designed and developed a web-based player management tool (**Next.js**, Tailwind)
- Implemented functional tests to guarantee quality and reliability
- Deployed resources with **Terraform** and **Pulumi**
- Produced and deployed cloud solutions on Microsoft **Azure**

Tools Programmer

LIRIS | Internship | May 2023 – September 2023

- Developed and optimized ray tracing in **C++**
- Documented the components and procedures (roadmap, deployment...)
- Implemented a C++ **wrapper** in Python using **SWIG**
- Deployed the production pipeline with **Docker**
- Developed a web interface demo in **Node.js**

Tools Programmer

Otidea | Internship | May 2022 – August 2022

- Set up a chain of tools focus on marketing and game release **(DevOps)**
- Collected and saved the game metrics during testing sessions in **Unity (C#)**
- Automatically sent the game metrics in a **MySQL** database
- Created a data visualization interface in realtime on **Grafana** to track game bugs and metrics
- Refactored Core Gameplay in Flipper **VR** project