



MILAN GABBAY


Looking for an official internship
in video game development


For a duration of at least 10 weeks
from May 25th to August 28th 2020

CONTACT INFORMATION

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COMPUTER SCIENCE SKILLS

- OBJECT ORIENTED PROGRAMMING
- SYSTEM PROGRAMMING
- UML
- DATABASE
- GAMEPLAY DEVELOPMENT

MAIN LANGUAGES & TECHNOLOGIES :

C, C++, Qt, Java, JEE, C#, OCaml, Unity, Git

Other known languages & technologies :

Nodal Studio, Three.js, GameMaker, Godot, Python, PHP, JavaScript, Bootstrap, Android Studio, Scilab, RStudio, VB .NET, assembler

INTERDISCIPLINARY SKILLS

- Fluent English
- Basic Japanese
- Basic knowledge of computer science law
- Autonomous, good teamwork
- Good instructor

INTEREST

- Passionate about indie video games, ambition to make it my occupation
- Very interested in game design and level design, as well as marketing aspects required to commercialize and publish a video game project
- A great deal of interest for arts : Cinema, music, comic books, etc...
- Great scientific curiosity : algorithmics, maths, physics, biology, etc...

STUDIES

2nd year student at the ENSIIE (2018 - 2021)

Engineering Degree in Mathematics, Computer Science and Entrepreneurship
"Video Games and Digital Interactions" courses

Video Game creation MOOCs (2019-2020)

Game Design (MITx) and Unity Certified Programmer (Unity Technologies)

Holder of a DUT Informatique (2016-2018)

2 year higher education diploma in computer science

Delivered by the University Institute of Technology of Paris Descartes

Theoretical courses of computer science
and a lot of practice, through a lot of practical works and projects.

Preparatory classes for engineering schools (2015-2016)

Mathematics and physics, specialization in computer science

Charlemagne High-School, Paris 4th district

PROFESSIONAL EXPERIENCE

Entrepreneurial video game project : "The Siege"

IMT Starter & C-19 | 1st year internship | 10 weeks in 2019

- Design & production of an online management game in a team of 4
- Coachings & conferences, UML diagrams, gameplay programming

Design and Development of a JEE Web Application

URSSAF Île-de-France | Internship | 14 weeks in 2018

- Tomcat web application managing employee's overtime
- SOAP communication, recursive algorithms, maintainability

Commissioned by the Health & Handicap Support service of Paris Descartes University | 2018

Mentoring in computer science and mathematics
for students with special needs

Two observation internships during Junior High School

Ooblada & Yamago | 1 week in 2011 and 2012

Discovery of the professional world of Video Games
through small tasks : Tests, QA, Level Design

PORTFOLIO



"MetaJam"

Awarded at UniJam 2019

Game Jam in partnership with Bobigny's
Video Game Vocational Degree.
Development of a management system
configurable by Game Designers without code.

Many game prototypes (mostly made on Unity) 2018 - 2020

Local multiplayer tactical card game, multiplayer narrative experience on
smartphone, Fighting game, Rogue-like, Board Game, Virtual Reality game,
Narrative game. More details on [my portfolio](http://my.portfolio:gabbay.iens.net/portfolio) : gabbay.iens.net/portfolio

Involvement in a lot of Game Jams

Ludum Dare & Global Game Jam made on GameMaker & Unity

COMMUNITY EXPERIENCE

President of ENSIIE's "LanPartiIE" organisation

Organization of events related to Video Gaming : LANs, Tournaments, etc...
Management, Reception of video game businesses, servers setup

Supervising a Video Game Creation workshop at the Paris Descartes IUT | 2017

Introduction to GameMaker