

MILAN GABBAY

Looking for an official end of studies internship.
in **video game development**

6 months, starting from **March 2021**

CONTACT INFORMATION



gabbay.iens.net/portfolio/



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COMPUTER SCIENCE SKILLS

- OBJECT ORIENTED PROGRAMMING
- SYSTEM PROGRAMMING
- GAMEPLAY DEVELOPMENT
- TOOL DEVELOPMENT

LANGUAGES & TECHNOLOGIES :

Unity, Git, Vuforia, YarnSpinner

C, C++, C#, Java, PHP, JavaScrip

Qt, JEE, Bootstrap

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

3rd 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 Tehcnologies)

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*

Preparatory classes for engineering schools (2015-2016)

Mathematics and physics, specialization in computer science

Charlemagne High-School, Paris 4th district

PROFESSIONAL EXPERIENCE

Game Developer on a AR prototype

ImmerGames | 2nd year internship | 9 weeks in 2020

Entrepreneurial video game project : "The Siege"

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

Design and Development of a JEE Web Application

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

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

PORTFOLIO

[Link to portfolio](#)

"Eco-Island" End of studies project, 2021

Ecosystem simulation based on AI

"Arbitrium" UniJam 2020

Lead Developer & Manager on a completed narrative game

"Sachka", Ludum Dare 46, 2020

Narrative game, : MMORPG parody. Use & setup of YarnSpinner plugin

"MetaJam" Awarded at UniJam 2019

Development of a management system configurable in the Unity Editor.

Many game prototypes (mostly made on Unity)

Including a lot of Game Jams (2018 - 2021)

A lot of diffrent types of games along the years.

More details on [my portfolio](#) : gabbay.iens.net/portfolio

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