


# MATHIS JIBERT

Game Programmer

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## SKILLS

### UNITY PROGRAMMING

Worked with Unity on 11 projects

### SHADERS AND VFX

Using Unity Shadergraph and a bit of HLSL

### 3D MODELLING

With Blender

### GAME DESIGN

Worked as a Game Designer during 8 projects

### LEVEL DESIGN

As a hobby on personal projects

## SOFTWARES



Unity



C#



Git



Html/CSS



Excel



Powerpoint



Blender



Jira

## LANGAGES

Native



Fluent



I'm a 4th-year **game programming** student at Rubika, Valenciennes.

I'm passionate about all areas of **digital** and **audiovisual creation**, and I'm constantly trying to **improve** in different aspects of **game development**, such as 3D modelling, game design, level design, or tech art.



## Experiences

I've taken part in several game jams:

- Ludum Dare 46 ( 2020 )
- Rubika Game Jam ( 2022 )
- GMTK Game Jam ( 2023 ) and more ...

One-week observation internship at Ankama, Roubaix.



## Education

Bachelor Game Design at Rubika ( 2020 – 2023 )

Master Game Programming at Rubika ( 2023 – 2025 )



## Projects

more info on these projects at:  
[mathis-jibert.netlify.app](https://mathis-jibert.netlify.app)

### OcclThieves – Local Multiplayer Party Game

OcclThieves is a local competitive game for 2 to 4 players where your opponents are invisible. I started working on this solo project during a 48h hours game jam 2 years ago and will soon release it on Steam.

### Fish & Ships – Mobile Multiplayer Party Game

Fish and Ships is a mobile party game playable on local network, where you'll have to communicate with your fellow pirates to manage problems on a chaotic ship. During this project, I was tasked with doing the network architecture for the project, and some Level Design.

### Hubcap Fanatic – Survivor-like Car Game

In Hubcap Fanatic, you play as a car that has to survive in a post-apocalyptic world where everyone wants you dead. In this project I was able to program the physics-based car controller. The game will soon be released on Steam.