

Contact

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Portfolio www.william-bailleul.com

Langage

French (native)

English (fluent)

- B1 Cambridge (2019)
- B2 TOIEC (2025)

Japanese (Intermediate)

Hard Skills

- Unity
- Unreal
- Python
- C / C++ / C#
- Web

Soft Skills

- Hard Worker
- Team Worker
- Flexible
- Creative
- Sociable

William Bailleul

Technical Game Developer

Projects

● GAME DEVELOPMENT | SELF-TAUGHT

- Various Gamejams on Unity.
 - *Deadline Respect, Creativity, Productivity*
- Different projects on both Unity and Unreal Engine.
 - *Curiosity, Creativity*

● PROJECTS | GAMING CAMPUS

- Internship: Create a Game for the Campus (Team of 20)
 - *Autonomy, Teamwork*
- Serious Game Unity, "Musée automobile Malartre" (Team of 17)
 - *Deadline Respect, Teamwork*
- Unreal Blueprint, C++, Physics (Group of 2/3)
 - *Deadline Respect, Autonomy*
- Gaming Campus Awards: Star Cluster on Unity (Team of 24)
 - *Deadline Respect, Teamwork, Autonomy*

Work Experience

● WAITER | HOTEL/RESTAURANT LE CAP

18 July 2022 – 18 September 2022

- Fixed-term contract in this semi-gourmet in order to fund my studies.
 - *Client Respect, Authority Respect, Teamwork*

● PACKER | FLORETTE

5 July 2023 – 8 September 2023

16 July 2024 – 13 September 2024

- temporary work in order to fund my studies.
Authority Respect, Work in hard conditions, Teamwork

Éducation

- Master Technical Artist
Gaming Campus Lyon – G. Art – (2025 – now)
- Bachelor in IT Developement
Gaming Campus Lyon – G. Tech – (2022 – 2025)
- Baccalauréat Général with honors (NIS | Physics)
Lycée Charles François Lebrun – Coutances – (2019–2022)