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Strasbourg, France
Available in France
or for remote work.

Skills

Languages

- French: C2 (Native)
- English: B2

Game Engine / Framework

- Unreal Engine : C++
- SFML: C / C++
- Unity: C#
- Flutter: Dart

Other softwares

- Visual Studio, Rider
- Perforce, UGS, SVN, Git
- Horde, TeamCity
- Jira, Youtrack, Trello, HacknPlan
- Confluence / Miro
- Ansible, Grafana, Prometheus
- Wwise, Fmod

Programming

- Gameplay
- Tools
- Shader
- Automations
- Networking

Soft Skills

- Eager to learn
- Quick to adapt
- Able to work independently
- Strong memory

Hobbies

- Video games
- Japanese animation
- Music
- Climbing

Noah Mazard

Video Game Programmer

Experience

November 2025 - April 2026 - Freelance

Freelance - Unreal Engine Programmer

Unreal Engine 5, C++ / Blueprint, Vertical Slice, Prototype

Development of a vertical slice for the JRPG Velorys.

- Combat system built on the Gameplay Ability System.
- Dialogue systems integrated into cinematics.
- UI development based on Common UI.
- Editor tools created for designers.

August 2023 - August 2025 - Jumbo Mana - Strasbourg, France

Jumbo Mana - Unreal Engine Programmer

Unreal Engine 5, C++ / Blueprint, Generative AI, MetaHuman

Sole Unreal Engine developer in the studio, collaborating with 2 artists and AI researchers.

- Developed the entire video game Felon-E: gameplay, UI, SFX, cinematics, localization, and tools.
- Integrated Jumbo Mana's Generative AI via REST API and created plugins for reuse across projects.
- Developed tools to facilitate animation import and automate cinematic localization.
- Created interactive MetaHuman applications for touchscreen kiosks (Van Gogh, Rimbaud, Napoleon, and 5 others).
- Developed a MetaHuman character configurator with Mutable.
- Set up Perforce with UGS and CI using Horde.
- Engine migration to integrate new technologies provided by Epic.

Additional roles: DevOps and mobile development.

- Automated kiosk deployments and monitored metrics with Ansible, Prometheus, and Grafana.
- Developed Arkanopolis, a mobile app with Flutter.

Game Jams - Ludum Dare

Unreal Engine 5, C++ / Blueprint - Various projects

Regular participation in 48-72h jams with small teams.

Allows experimentation in new areas such as:

- Procedural Generation (PCG / Voxels)
- Surface cleaning (Dynamic Materials)
- 2.5D games, 2D mini-games

October 2022 - May 2023 - Creajeux - Nîmes, France

Gobo's Arena - Lead Programmer - Student

Unreal Engine 5, C++ / Blueprint - PvP Multiplayer Online

- Character and top-down camera controller.
- Combat system with skills.
- User Interface implementation.
- 3D model, animation and SFX integration.

Education

2020 to 2023

Video Game Programmer Training (RNCP Level 6, Bac+4)

Creajeux, Nîmes, France