BEN **SOUCHET**

SOFTWARE ENGINEER

Interested in R&D development as well as user experience (UI & UX),
I like to be challenged to bring in new ideas.

INFO

Full name
Benjamin Souchet

Birth date
March 2, 1995

Nationality
French

Spoken languages
French (native speaker)
English (C1)

SKILLS

- C++ and C
- Python (2 & 3)
- JavaScript, TypeScript
- PHP
- HTML5, CSS3
- Git, Perforce & SVN
- Github, Gitlab
- Jira
- Visual Studio
- Visual Studio Code
- Autodesk Maya
- Ubisoft Anvil
- Adobe Softwares
- Shotgrid
- Agile Method (SCRUM)

EXPERIENCE

UI GAMEPLAY PROGRAMMER
Ubisoft Annecy | Sep 2022 - Nov 2022 (3 mos)

- Developed and provided UI components for UX Technical Artists
- Worked in collaboration with Gameplay Programmers and UX Tech Artists
- Fixing UI related bugs and crashes

ANIMATION PROGRAMMER (TD)
Ellipse Studio | Mar 2021 - Sep 2021 (6 mos)

- Developed and maintained Maya tools (Python) mainly for animators
- Contributed to the improvement of the production pipeline

LEAD ANIMATION PROGRAMMER
Ubisoft Nadeo | Jan 2020 – Dec 2020 (1 yr)

- Developed and maintained the node graph editor used for animations
- Worked in close collaboration with the technical animator
- Coordinated the animation team (technical animator and animators)

R&D SOFTWARE ENGINEER
Ubisoft Nadeo | Jul 2018 – Jan 2020 (2 yr 3 mos)

- Developed and maintained in-game editors for players (UGC)
- Worked on new R&D game concepts
- Bug fixes and code refactoring
- Maintained sections of the codebase

EDUCATION

42 SCHOOL PARIS
Architect Certificate in Digital Technologies | 2015 – 2018
Field Of Study : Algorithms & 3D Rendering

ESMA 3D - CG, VISUAL EFFECTS & ANIMATION
2013 – 2015
Field Of Study : Rigging & Scripting

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