

Jame Floc'h Le Carour – Software Engineer

Montpellier, France

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PROFILE

Software engineer with three years of professional experience in the AAA video game industry. I have developed new features in several proprietary multiplatform game engines. I have extensive experience in productions using Unreal Engine and Unity, where I have implemented gameplay, UI, and tooling features. I have also served as technical lead on smaller-scale projects.

PROFESSIONAL EXPERIENCE

Virtuos Games – Montpellier, France

October 2022 – September 2025

Game Software Engineer

- Development of asset conversion tools for porting a game between two engines for an unannounced AAA game.
- Development of menus and HUDs in the game [Splitgate 2](#). Implementation of various new features and technical documentation. Improvement and debugging of several game modes. Implementation of interfaces for controllers ensuring certification for sales on game consoles (PS5 and Xbox).
- Development of an internal QT application for managing assets across the Virtuos group worldwide, in collaboration with the R&D teams in Singapore. Creation of the asset upload system. Enabled the collection and globalization of more than 150 terabytes of data.
- Developed a performance benchmark plugin for Unreal Engine with a web suite integrated into [Marvel 1943: Rise of Hydra](#) and [The Elder Scrolls Oblivion Remastered](#). Created the plugin and 3D and 2D tools. Analyzed engine data captures. Managed data visualization. Project presented at the [Game Developer Conference](#).
- Managed the upgrade of the graphical interfaces of a proprietary game engine with WPF. Completely redesigned 10 applications and the Avalon Doc library. Created a theme testing application to parallelize the creation and integration of new themes.
- Introduced Btree allocators to replace RedBlackTree in a proprietary C++ engine for an AAA game.

Black Shamrock – Dublin, Ireland

June 2024 – August 2024

Game Tooling Software Engineer – Internship

- Creation of an automation system for linking metadata, configurations, and assets for a automated level generation system in Unreal Engine 4. The system eliminated the time required for these manual, time-consuming, and tedious tasks.
- Creation of a debug plugin for the procedural generation tool to reduce level validation iteration time by a factor of 10.

Laboratoire Lapsco – Clermont-Ferrand, France

April 2022 – June 2022

VR Lead Developer - Internship

- Creation of a VR fire outburst simulator for behavioral studies in hazardous environments.
- As project lead, I was responsible for VR programming, gameplay, interfaces, subsystems, and testing methods.
- Creation of level design, visual and audio assets, particle systems, scenario management, and all documentation.

Coop'art – Le Puy-en-Velay, France

October 2021 – January 2022

Lead Developer - Internship

- In charge of creating a real-time [holographic projection](#) system on Unity, graphics programming, and tools.
- Added real-time motion capture support for Xsens suits and added software control via the Art-Net interface.

SKILLS

Languages – C++, C#, GLSL, HLSL, Python, TypeScript / JavaScript
Engine – Unreal Engine, Unity, Godot, Custom Engines
Frameworks – WPF, Blazor, WinUI, QT, UMG, Slate, Svelte

Source Control – Git, Perforce
3D – Blender, 3ds Max, Plasticity, Maya, Fusion 360
2D – Photoshop, Affinity Photo, Affinity Designer

EDUCATION

Engineering Degree in Computer Science and Multimedia Engineering - Virtuos Games (Apprenticeship)

Septembre 2022 – Août 2025

Le Cnam Enjmin, Angoulême, France

2-year University Diploma in Computer Science, Multimedia & 3D

Septembre 2020 – Août 2022

IUT Clermont Auvergne, Le Puy-en-Velay, France

PERSONAL PROJECTS

- [Godot Slides](#): PowerPoint-style presentation engine integrated into the Godot engine for interactive 3D presentations.
- **GARI**: Built and programmed from scratch a smart mirror using Azure Cloud, OpenAI, Godot Engine, and a Raspberry PI.
- [Escalarmonie](#): Created an interactive musical staircase for the Spawn! festival using Unity Engine, ESP32, and Lidar sensors.
- [E428](#): 2D pixel art platform game made with Unity Engine, available on itch.io.

OTHER

Won three prizes in the public speaking competition, entered in 2022: the audience prize, second prize from the jury, and the humor prize.

I studied singing for seven years at the ADMAS music academy in Sainte-Anne-d'Auray. I have sung in France, England, Switzerland, and Sweden. I have been a soloist for several concerts.