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Omaya LISE

Gameplay programmer

Graduated from the engineering school Isart Digital, I am looking for a junior Gameplay Programmer position. My interest lies particularly in AI and audio programming.

WORK EXPERIENCES

- **Engine programmer** (apprenticeship) - UBISOFT PARIS
 - Rework of the GameObject system
 - Improvement of data management and access
 - Optimization of the internal Snowdrop Engine

09/2025 - 09/2026
1 year
Paris, France
- **Gameplay programmer** (internship) - POCKETKNIFE INTERACTIVE
 - Architecture and development of features (tutorials, skills and audio)
 - Advanced Q&A, unit tests and debugging
 - Writing technical documentation for game designers

01/2025 - 09/2025
8 months
Lille, France
- **Gameplay programmer VR** (internship) - TKORP
 - Design of educational experiences in virtual reality
 - Rendering and assets optimization in collaboration with the art team
 - Integration of multiplayer features and network interactions management

10/2023 - 08/2024
10 months
Paris, France

SKILLS

Programming languages

C++ | C# | C | Python | GLSL

Engines

Unreal Engine 5.6 | Unity
Snowdrop | Godot

Compétences

Gameplay | Optimization | Audio | Network |
AI (Gameplay & Machine Learning)

Version control

Git (GitHub & GitLab) | Perforce

Languages

French (C2) | English (TOEIC - C1) |
Spanish (B1) | Japanese (B1)

Libraries

Wwise | Fmod | OpenGL |
Netcode PyTorch | TensorFlow

PROJECTS

Isle Be There - Collaborative final year project, 20 people (1 year)

First-person narrative exploration game, developed under Unreal Engine 5.4 on PC.

- Organization and management of the technical team
- Design and integration of audio and gameplay features
- Architecture and optimization of the project

Applied R&D Project - Machine Learning - Group project, 4 people (1 year)

Collaboration with Pull Up Entertainment on the transfer of AI trained by reinforcement learning.

- Implementation and training of machine learning agents through reinforcement learning
- In-depth academic research and writing of a research thesis

Custom 3D Game Engine - Team project, 3 people (6 months)

Developed in C++ for the accessibility of visually and hearing impaired or people with reduced mobility.

- Development of an adaptive audio and subtitle system
- Implementation of asset loading and save system
- Setup of the user interface and data management

EDUCATION

Master's in Game Programming - Isart Digital

2026 - Paris, France

Master's in Journalism - Institut Supérieur de Formation au Journalisme

2019 - Paris, France

Bachelor's in History - Panthéon-Sorbonne

2017 - Paris, France