



BORGES Daniel

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Born February 7th, 1986
(37 years old)

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Game Programmer

Education

**Master's Degree in Games and
Interactive Digital Media**
ENJMIN, Angoulême, France, 2009

Bachelor of Computer Science
Université de Marne la Vallée, France,
2007

**Scientific French High School
Diploma**
Lycée Champlain de Chennevières sur
Marne, France, 2004

Languages

French & Portuguese: mother
tongues

English: everyday

Japanese: linguistic trip to Kyoto from
September 2010 to Mars 2011, studied
at Nihongo Center

Leisures

Mountain biking
Board games
Physics
Demoscene
Music
Foreign languages

Professional Experience

Manufacture 43, since January 2016

Ambulance Project: Top-down arcade/adventure ambulance
game. Design, Programming, UI, Animation, Cameras, etc.

End of Lines: Unity3D & Nintendo Switch Support

A Plague Tale: Innocence: PS5 and Xbox Series S/X Port

Orphan Age: Gameplay & UI Programming, Optimizations

Across the Grooves, Seers Isle, Along the Edge: Ported
technology from Electron to Unity3D, added Discord and Twitch
integrations.

Pawarumi: 2.5D shoot'em up on PC and consoles.

Programming, Script, game design, level design, animation,
cameras, UI, console ports, publishing, web, etc

Asobo Studio, September 2011 to January 2016

Holotour: Holographic Tour Guide. Level Streaming, Audio,
Tools, ...

The Crew: port "next-gen" to Xbox 360. CPU, GPU & Memory
optimizations of audio, rendering, AI, physics, etc

Hololens: world recognition, marching cubes, raycasting, semi-
procedural animation, procedural level generation, path finding,
enemy crowd, gameplay, etc

Kinect Rush: bosses, TRC debugging

int13, November 2009 to August 2010

Shogun Rise of the Renegade: mobile shoot'em up. Scripting
language, bosses, dynamic music, special effects, user interface,
tools, etc

AR Robot Demo: 3D shooter in augmented reality on iPhone for
Parrot's ARDrone

Wizarbox, April 2009 to September 2009 (Intern)

Scrabble 2009 for Nintendo Wii and PC

Cyanide Studio, June 2007 to September 2007 (Intern)

Runaway 2 port from PC to Nintendo DS

Personal Realizations

Games made at ENJMIN

Sound Cities: Musical / strategic game, with a custom
controller

Tepeyolltol: Action / adventure game for Nintendo DS.

Epitaphe: Experimental adventure game in 3D on PC.

Various personal projects

Bitbox: 4KB demo on Nintendo DS, won second place at the
"alternative platforms" competition of Evoque 2009.

NitroSynth: VST chiptune synthesizer

Textures and meshes compression for Nintendo DS

Skills

Ability to work in a multidisciplinary team

SIMD & Multithreading optimizations

Platforms: PC, PS5, Nintendo Switch, Xbox One, ...

Languages: C#, Shaders, C/C++, Assembly, ...

Softwares: Perforce, SVN, Git, Photoshop, Blender, FMOD Studio,
Visual Studio, ...