

# MARGAUX RIAANT

## GAME DEVELOPER



### SKILLS

- C#, C++, C, Python, Typescript, PHP
- Unity, Phaser
- Git, GitHub
- Linux
- Problem-Solving
- Team Work
- Adaptability

### LANGUAGES

#### **French**

Mother tongue - C2

#### **English**

Fluent - C1

#### **Japanese**

Elementary - JLPT4

### EDUCATION

#### **42 Paris**

Paris - France

2021 - 2025

#### **MD in Public Health**

Lille University - France

2020

#### **Master's Degree in Science, Technology and Health**

Paris-Saclay University - France

2018

### PROFILE

Passionate about video games and programming, I am eager to start my career in this dynamic and innovative field. Rigorous, analytical, and committed, I enjoy solving complex problems and continuously expanding my skill set. I thrive in collaborative environments where knowledge-sharing and teamwork are essential. Always curious and proactive, I see every project as an opportunity to grow and contribute meaningfully.

### EXPERIENCE

#### GAME DEVELOPMENT

##### **Ouebsson Studio - Abbaretz, France - Internship - 2024-2025**

Vertical platformer - 2D - Phaser

[Abyssus Scroll](#)

- Account creation and authentication
- Creation of an achievements system
- Improving characters moves

MMO RTS 4X - 2D isometric - Phaser

[Abyssus Deep Under](#)

- Account creation and authentication
- Creation of UI components

##### **Global Game Jam - 2025**

Scroll shooting game - 2D - Phaser

[Bubble Tearapy](#)

- Random generation and sizing of assets
- Targeting and scoring system

##### **Personnal Project - 2024**

Boardgame - 3D - Unity

[The Little Horses](#)

- Creation from A to Z
- Adapted from an original boardgame

#### MEDICINE

##### **Lille University Hospital - Lille, France - 2020-2021**

- Statistics for medicine research
- Teaching Public Health to medicine school and nurses students

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[My Portfolio](#)



[My GitHub](#)



[My LinkedIn](#)