

# Stephen Siba

## Gameplay Programmer

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### Profile

Gameplay programmer with experience working on PC, Mobile, PS4, Web, and AR Glasses. Comfortable with Unreal Engine, C# with Unity and enjoy working on action or fighting gameplay and systems.

### Skills

#### Game Engines

Unity, Unreal Engine 4

#### Programming Languages

C#, C++, Java, Javascript

#### Software

Git, Perforce, Visual Studio,

### Professional Experience

#### Gameplay Programmer- The Last Echo, Selios Games

May 2025 – Aug 2025

Fixing and developing the main character's spatial-temporal power.  
Debugging.

Lyon, France

- Code, Integration, Optimization, Test.

#### Junior Développeur - Memoriapolis, 5PM Studio

Jan 2025 – May 2025

Developing with the ECS pattern using Jobs et Burst.  
Adding new game features, Debugging.

Paris, France

- Code, UI, UX, Integration, Optimization, Test.

#### Mobile Developer, Ethereal Games

Feb 2024 – Jul 2024

Adding new content to an existing mobile game.  
Ideation and prototyping of new mobile games.

Paris, France

- Concept & Game Design, Code, UI, UX, Integration, Optimization, Test.

#### AR/XR developer, Wilkins Avenue AR

Oct 2022 – Apr 2023

Designed and Developed immersive XR experiences for PC / Web / Mobile / AR glasses  
for external clients

Paris, France

- Concept & Design, Code, UI, UX, Integration, Optimization, Test.

- Unity, 8thWall, Lens Studio, Spark AR, Effect House

### Projects

#### Gameplay programmer, Power Tag (Competitive PC game)

Oct 2023 – Jul 2024

- Movement, character animation and player Abilities
- Points, stamina, and customization system
- Tutorial, UI and Arena Events

#### Gameplay Programmer and Game Designer,

Sep 2022

#### Conso Breaker (Runner mobile game / PC) [Jury's Grand Prize]

- Worked on Unity to developed movement, vehicle change, HUD, Animation
- Global Intégration

### Education

#### Master's degree in Game Design & Programming,

2020 – 2024

#### ISART Digital Paris. School of Video Games & 3D Film.

Paris, France

4-year degree in Game Design & Programming

#### Mathematics and Computing, Université Paris Descartes

2014 – 2018

3-year degree in Mathématiques and Computing

Paris, France

### Languages

#### French

Native Speaker

#### English

Full Professional Proficiency

#### Japanese

Elementary (Self-taught)