

ADRIEN PATTE

Unreal Engine Gameplay Programmer, Blueprint & C++

Seeking a work-study apprenticeship (Master 2) · 3 weeks in studio / 1 week at school · Available September 2026

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PROFILE

Unreal Engine 5 gameplay programmer specialised in Blueprint and C++, in the second year of a Master's in game development. Two Unreal plugins published on Fab (Twitch StreamSync: 5/5 from 9 reviews, around 50 sales) and six productions shipped from GDD to build: rhythm gameplay, cinematic camera, Steam multiplayer, AI.

TECHNICAL SKILLS

Engines: Unreal Engine 5.7 (Blueprint, C++, UMG, Enhanced Input, Niagara, Sequencer, Quartz) · Unity (C#)

Programming: C++, C#, Blueprint visual scripting, OOP, SOLID, Git / GitHub, Visual Studio, Rider

Gameplay systems: AI (finite state machines), combat, spline-driven camera, music synchronisation (Quartz Clock), procedural generation, multiplayer and replication (Steamworks API), WebSocket, OAuth 2.0, REST APIs

Rendering & optimisation: Lumen, ray tracing, Niagara VFX, data layers, texture compression

Design: Game Design Documents, level design, UI / UX, sound design, Agile Scrum, team leadership

Soft skills: leadership, autonomy, communication, collaboration

PROJECTS

Twitch StreamSync, Unreal Engine plugin published on Fab (Epic Games)

Solo developer · C++ & Blueprint · 2025 – 2026 · Supports UE 5.1 to 5.8

- Blueprint nodes for the whole Twitch API surface: OAuth 2.0, IRC chat (WebSocket/TCP+TLS), EventSub, Helix REST.
- Around 50 sales and a 5/5 rating from 9 reviews; token refresh, automatic reconnects, rate-limit backoff, HMAC SHA-256.

One Last Rhapsody, cinematic rhythm-action game (Unreal Engine 5.7)

Master 1 capstone project · Blueprint & C++ · Team of 3 · 2025 – 2026

- Spline-driven cinematic camera with blend volumes, reassigning the active spline by ID on the fly.
- Gameplay synchronised to the music via the Quartz Clock (80 BPM): a ± 0.2 s timing window on shooting and parrying.
- Modular targeting components (SOLID); optimisation through data layers, Lumen and ray-traced rendering.

PROFESSIONAL EXPERIENCE

Gameplay Programmer / Game Designer, Born To Web

January 2026 – April 2026 · Unreal Engine 5 · HD-2D Souls-like · Team of 5

- Built the foundations of the combat system and enemy AI in Blueprint (state machine, attack patterns).
- Level design of the opening areas and Game Design Document defended before a jury.

Gameplay Programmer, CABB Conseil

May 2025 – August 2025 · Unreal Engine 5 · PC multiplayer game · Team of 4

- Online multiplayer over Steam servers (Steamworks API): sessions, player replication, interaction system.
- Procedural level generation for replayability; full GDD presented to a jury.

Project Manager / AI Programmer, G.STUDIO

June 2024 – August 2024 · Unity C# · Multiplayer game · Team of 4 over 3 months

- Complete finite state machine for monster AI (chasing, melee and ranged attacks), animations integrated into gameplay, semi-open-world maps.

Game Designer, Paris Fire Brigade, BSPP (SIMOPS)

June 2023 – July 2023 · XVR simulation software · Agile · Team of 6

- Training simulations delivered and used in courses for junior firefighters; dedicated GDD and a reusable in-game UI template.

EDUCATION

Master's in Video Game Development, Big Data & Real-Time 3D Rendering

European Master's degree, Expert IT · Quest Education Group – G.Tech, Paris · 2025 – 2027 · second year in progress

Bachelor's in Computer Science, Video Game specialisation

Quest Education Group – G.Tech, Paris · 2025 · Awarded

French Baccalauréat, MPCI science track, with honours

Lycée Militaire d'Autun military school · 2015 – 2022

LANGUAGES

French: native · English: C1 (TOEIC 980) · Spanish: B1 · Japanese: A2 · French Sign Language: 2 years