



Nathan BIAGINI

Metz, FRANCE

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<https://github.com/nathhB>

Education

Information Technologies expert
EPITECH Nancy, Paris (2011 - 2016)

Game development major -
EPITECH 4th year (abroad)
South Korea, Keimyung University
(2014 - 2015)

High school graduate
Metz (2011)

Programming languages

Ruby / C# / C / C++

Java / Kotlin / JS

Lua

Skills

Game development
Unity3D, raylib, libGDX, Pico8

Web development
Ruby On Rails, JS, emscripten,
WebRTC

Android development
Java, Kotlin, Realm, Android SDK

Languages

French
Mother tongue

English
C1

Profile

Passionate about game development, I would like to use my skills as a software developer to pursue this passion and work in the video game industry.

With over five years of experience as a professional software developer, I am eager to join game development adventures.

Experiences

Ruby / RoR - KelDoc startup (2016 - 2021)

Developed, scaled, and maintained the KelDoc's synchronization system used to connect with several healthcare institutions in France.

Deployed solutions to process large datasets using technologies such as Redis, RabbitMQ, and MongoDB.

Built and deployed administration tools and REST APIs to operate and monitor the synchronization system, using Ruby on Rails.

C# (WPF) / Kotlin (Android) - Freelance (2020 - 2021)

Developed a fire safety formation system composed of a desktop application and an Android application. The two applications communicate using a MongoDB database.

Unity3D - Jocaloca games (Internship, 4 months, 2014)

Designed and released casual mobile games for Android devices using Unity3D.

Worked on two single player games and one multiplayer game prototype using Photon Cloud.

Java - Altanis company (Internship, 6 months, 2012)

Set up a framework based on the Netbeans API to streamline and speed up the company application development process.

Hobbies

Author and maintainer of the open-source nbnet library: a C network library for real-time online games

Video game development

Sport

Chess