



Clément WELSCH

Video Game Developer

A polyvalent engineer with experience in 3D development and leadership. Wishing to contribute further in the Video Game industry.



Lille, France



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EXPERIENCES

UBISOFT
(PARIS)
2024-2025

Gameplay Programmer on The Division Resurgence, developing and optimizing gameplay systems. Collaborated with cross-disciplinary teams, handled bug fixing, and ensured performance on mobile platforms (**UE4, C++/LUA, Perforce**).

PASTAGAMES
(REMOTE)
2021-2024

Developer in charge of graphics in the multiplayer game Pacman for Bandai/Apple.
Conception of shaders following the artistic direction (**C++, GLSL**).

INTERHAPTICS
(LILLE, FR)
2018-2021
SITUVE (LILLE, FR),
2017-2018

Lead Haptics R&D Developer, creator of a powerful tool to reproduce haptic feelings for immersive VR experiences (**Qt, C++, Unity, C#**).

Computer Vision Developer, Automatic detection of documents (OCR).
Supervisor of all the Build and Deploy systems (**C++, OpenCV**).

INRIA (NICE, FR),
2015-2017

3D&VR Developer, creation of a heat transfer computer, 3D visualization of heat air in a building construction (**Unity, C++/C#, Shaders**).

DIPLOMA

ARTWORK-VFX, 2024
UNIVERSITY OF
MARSEILLE, 2012

Unreal Engine 5 - 3D modeling and realistic rendering (RS6042)
Master Degree in Computer Science, specialized in Digital Imaging

COMPETENCES

C/C++/C#



DirectX/OpenGL



HLSL/GLSL



Unity/Unreal



Git



English



PERSONALITIES

Creative

Social

Persistent

HOBBIES



Gymnastic (competition), Street Skateboard, Piano, Guitar



Travels, Culture, Analog Photography, Video Games