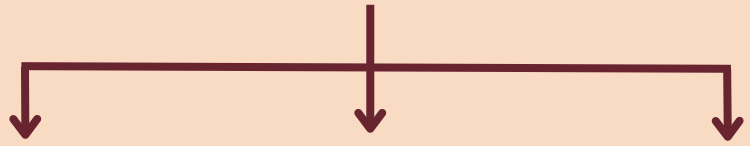


Jérémy Bomont

Game Programmer

Ideas !



Structured

Documentation
Frameworks
Excel

Prototyped

C# Unity
C++/BP Unreal
Python

And as a team !

Communication
Git
AGILE



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<https://linktr.ee/jbomont>



[linkedin.com/in/jbomont/](https://www.linkedin.com/in/jbomont/)

Driving License

RQTH

• Languages

- French (Native)
- English (C1 Level)

• Soft skills

- Dedication
- Patience
- Curiosity
- Constructive Attitude
- Professionnal rigour

• Hobbies

- Improvisational theatre
- Rock climbing
- Boxing
- Discovering new music

Work Experience

2025 | Associate at Dobox

- Design according to Dobox's **view an its target audience**
- **Prototyping** PianKo, a boxing game played with a piano
- Organizing **playtests and processing** feedback

2024 | Game design Intern on Dofus (French MMORPG)

- Design of random events in the **gladiatool fight**
- Responsible of the **dialog pictograms undertaking**
- Design of snapshots during the **Back To Rush** event

Projects

2023 - 2024 | Babel - City builder at l'ESMA - Teamsize 10

- **Iteration** of game design issues
- Care for **consistency** of the creative direction within the team
- Developpement of **integration pipelines** and **data structures**

2023 | Deathly Anthology - Thriller at l'ESMA - Teamsize 10

- **Iteration** of game design issues linked to the **narrative**
- Gameplay programming such as **3Cs, interactions, scripting**
- Tool programming such **animation & scripting tools**

Education

2024 | Game design at l'ESMA Toulouse - RNCP + 6

Project oriented video game design school

2020 | Higher teaching and research degree in mathematics
at l'UT3 Toulouse - Paul Sabatier