

# Yoan Lecoq

## C++ Gameplay Programmer

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Specialized in gameplay and engine programming, aiming for a deep understanding of the topics involved in my work, and able to face new technical challenges by a thorough analysis of the state of the art.

In addition to my experience, both professional and as a hobbyist, I am a reliable teammate, with an open mind and a critical eye that allows me to see the bigger picture and provide suitable solutions.

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### Professional Experience

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10/2018 – present  
Paris, France

#### C++ Gameplay Programmer, Eko Software

**From 2021 onwards:** *unannounced Hack'n Slash game in Unreal Engine 5*

- Foundational work for the studio's first use of Unreal Engine
- Character movement, skills, AI, networking, optimization
- Involved in the studio's hiring process for new programmers

**From January 2020 to November 2020:** *Warhammer Chaosbane on PS5*

- Ported the entire proprietary engine to PS5 except the graphics module
- Emphasis on the Matchmaking, P2P and online systems for the new PS5 Web APIs
- PS5 builds, submission, new features (DualSense, Activities, Accolades, SSD...)

**From mid-2018 to January 2020:** *Rugby 20 - proprietary engine*

- Game modes : Character customization, Championships, Solo (campaign), Tutorials, Team management, Cards management, Weekly challenges.
- PS4 builds, packaging, user management, save data, TRCs...

06/2017 – 09/2017  
Champs-sur-Marne,  
France

#### Programmer - Unity3D, C#, Arduino C++ - internship, IFSTTAR

Developed an application for sight tests for the LEPSIS laboratory.

CSV export, INI parsing, LED strip control, dynamic 3D mesh import via Assimp.

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### Education

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2015 – 2018  
Marne-la-Vallée, France

#### Engineer's degree, IMAC

Computer science, computer graphics, arts and audiovisual.

Notable projects :

- VR file explorer using a LeapMotion for hand tracking, made with Unity
- Various OpenGL games and demos

2013 – 2015  
Fontainebleau, France

#### DUT Informatique (two-year technical degree), IUT de Sénart-Fontainebleau

Computer science & IT

Proud to have been top of the class in the 2nd year.

Acquired a deep knowledge of low-level programming and systems architecture.

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### Skills

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Unreal Engine 5 | Game engine architecture | Gameplay system architecture | C++ | C | Rust

Thread safety | OpenGL (3+, ES 2) | Operating system APIs | Shell scripting | GNU Make

Profiling & optimization | Pedagogy & knowledge transfer | Git | Perforce

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### Languages

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**French** (Native) | **English** (Full professional proficiency - TOEIC: 975/990)

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### Interests

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- Game design
- Combat design
- Tabletop RPGs
- Graphics rendering techniques
- Reading
- Baking
- Jogging