



## BORGES Daniel

Appartement A34,  
129, Cours du Médoc,  
33300 Bordeaux

Born February, 7 1986  
(32 years old)

Phone: +33 6 11 92 32 84  
[dborges@lywenn.eu.org](mailto:dborges@lywenn.eu.org)

## Game Programmer

### Education

**Master's Degree in Games and  
Interactive Digital Media**  
ENJMIN, Angoulême, France, 2009

**Bachelor of Computer Science**  
Université de Marne la Vallée,  
France, 2007

**Scientific French High School  
Diploma**  
Lycée Champlain de Chennevières  
sur Marne, France, 2004

### Languages

**Français & Portugais** : mother  
tongues

**Anglais** : everyday

**Japonais** : linguistic trip to Kyoto  
from September 2010 to Mars  
2011, studied at Nihongo Center

### Leisures

Mountain biking  
Board games  
Physics  
Demoscene  
Music  
Foreign languages

## Professional Experience

**Manufacture 43**, since January 2016

**Pawarumi**: 2.5D shoot'em up on PC and consoles.  
Programming, script, game design, level design, animation,  
cameras, etc

**Asobo Studio**, September 2011 to January 2018

**Holotour**: Holographic Tour Guide. Level Streaming, Audio,  
Tools, ...

**The Crew**: port "next-gen" to Xbox 360. CPU, GPU &  
Memory optimizations of audio, rendering, AI, physics, etc

**Hololens**: world recognition, marching cubes, raycasting,  
semi-procedural animation, procedural level generation, path  
finding, enemy crowd, gameplay, etc

**Kinect Rush**: bosses, TRC debugging

**int13**, November 2009 to August 2010

**Shogun Rise of the Renegade**: mobile shoot'em up.  
Scripting language, bosses, dynamic music, special effects,  
user interface, tools, etc

**AR Robot Demo**: 3D shooter in augmented reality on  
iPhone for Parrot's ARDrone

**Wizarbox**, April 2009 to September 2009 (Intern)

**Scrabble 2009** for Nintendo Wii and PC

**Cyanide Studio**, June 2007 to September 2007 (Intern)

**Runaway 2** port from PC to Nintendo DS

## Personal Realizations

Games done at ENJMIN

**Sound Cities**: Musical / strategic game, with a custom  
controller

**Tepeyolltotl**: Action / adventure game for Nintendo DS.

**Epitaph**: Experimental adventure game in 3D on PC.

Various personal projects

**Bitbox**: 4KB demo on Nintendo DS, won second place at  
the « alternative platforms » competition of Evoke 2009.

**NitroSynth**: VST chiptune synthesizer

Textures and meshes compression for Nintendo DS

## Skills

Ability to work in a multidisciplinary team

SIMD & Multithreading optimizations

**Platforms**: PC, Xbox One, Switch, iPhone, ...

**Languages**: C/C++, C#, Shaders, Python, Assembly, ...

**SDKs & APIs** : Unity3D, OpenGL / Direct3D, Consoles, ...

**Softwares**: Visual Studio, PIX, CodeAnalyst, ...

Perforce, SVN, ...

Photoshop, Blender, FMOD Designer, Renoise, Audacity, ...

**OS**: Windows, MacOS X, Linux, ...