



## BORGES Daniel

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Born February, 7 1986  
(34 years old)

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## 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

**French & Portuguese:** mother  
tongues

**English:** everyday

**Japanese:** 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

**Orphan Age:** Gameplay & UI Programming, Optimizations  
**Across the Grooves, Seers Isle, Along the Edge:** Ported  
technology from Electron to Unity3D, added Discord and  
Twitch integrations.

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

**Asobo Studio**, September 2011 to January 2016

**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 made at ENJMIN

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

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

**Epitaphe:** 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, Nintendo Switch, ...

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

**Softwares:** Perforce, SVN, Git, Photoshop, Blender,  
FMOD Studio, Visual Studio, ...