



CONTACT

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- github.com/usernameHed
- Montpellier, France - open to relocation or remote

TOP 10 SKILLS

Unity / C#

production code, 10+ years

Gameplay systems

3C, game feel, cameras, physics

Game design

mechanics, player experience

Multiplayer

Mirror, server-authoritative, cross-platform

Architecture

scalable, modular, tech direction

Performance

profiling, optimization, debugging

Tools & pipeline

editor tools, build pipelines (Epic, Steam, iOS, Android), CI/CD

Leadership

mentoring, code reviews, ownership

AI & pathfinding

behavior trees, state machines, A*, steering, bots

C / C++

AAA, engines, rendering

EDUCATION

2017 - 2019

Master's degree, **Gameplay programming**

CNAM-ENJMIN, Angoulême

2014 - 2017

Bachelor, **Computer science (C, C++, Unix)**

EPITECH, Montpellier

LANGUAGES

French native

English fluent, TOEIC 775, 5 years abroad

Ugo Belfiore

Senior Gameplay & Tools Programmer

Unity / C# · Online multiplayer · Former founder & CEO

Gameplay and tools programmer with **10+ years of Unity / C#**. I shipped a **cross-platform online multiplayer game** and spent five years as **founder and CEO** of the studio behind it, leading a team of 15+. I love building game feel, and the tools that let a whole team iterate faster.

founder & CEO

5 years

people led

15+

raised

\$300k

games & prototypes

100+

EXPERIENCE

Kugle Corp

May 2021 - 2026

Founder & CEO · Lead gameplay programmer · Paris · remote

- Shipped **Kugle**, a **cross-platform online multiplayer game** (iOS, Android, Epic Games Store): **Mirror** netcode, server-authoritative game servers spawned on demand, lobbies, bots
- Led and mentored 15+ people** over 5 years: recruitment, onboarding, **code reviews**, Git workflow
- Raised \$300k**, then ran the **live game**: €5,000 / month for 6 months
- Built the **"Galaxy engine"** (gravity, cameras, **AI pathfinding**) and networked **tools for designers**
- Build tool running 8 pipelines**: Epic (Windows, macOS), Steam, Android, iOS, game server, image generator; **CI/CD**
- Profiling and optimization** (Unity Profiler, Memory Profiler, Frame Debugger), Addressables, unit tests

Sumo Digital

Dec 2020 · 9 months

Experienced Programmer (C++) · Malta

- C++** on Sumo's in-house engine for an **unannounced AAA LEGO game**
- Player / level-object gameplay interactions with the team lead; **UI integration** with artists

PlayMagic

Aug 2020 · 3 months

Experienced Programmer (Unity) · Malta

- Debugged XIII**, the remake of the 2003 Ubisoft classic, before its **release**
- Unity tools and R&D: **FMOD** sound system refactor, spline trigger tools, Unreal Engine

Féerik Games

Mar 2019 · 6 months

Gameplay & Tools Programmer · Montpellier

- Prototyped a **cinematic mobile racing game** and its **keyframe tool** (cameras, checkpoints, slow motion)
- Camera tools on Cinemachine**, editor tools working in Play and Edit mode, **spline level design** tools

EARLIER

- 2018 Incenti Studio, Malta: gameplay and pipeline tools for a 2D blockchain MMO
- 2017 Under: indie co-op game, led a team of 5 for a year, released on PC, Mac & Linux
- 2016 Pierre-Papier-Pixels: project manager of a team of 9; game jam organiser (50+)
- 2015 E-artsup game design lecturer · Laoviland web art tools linked to C++

ALSO

4 tools on the Unity Asset Store

PIXEL Challenge 2018: honourable mention

Entrepreneurship, pitch decks, fundraising

Generative AI tools, web front / back