Joël A. Lamotte

Born: 1983 – French   Tel: 0(+33)6.52.26.61.58   email: joel.lamotte@gmail.com

PROFESSIONAL EXPERIENCE

Independent⬀ - Lille (France) (Since July 2012)

Projects: Working on NetRush (RTS game) and Art Of Sequence⬀ (OSS digital story-telling tools)

★ Developed a **client-server multi-process concurrent-tasks** game-specific engine for the needs of NetRush (RTS game). Learned a lot about **concurrency (using C++)** while doing so, using the practical case of this game.

★ **Designed** NetRush and several other smaller game prototypes.

★ **Developed and published** an interpreter for AOSL in JavaScript as a partial Proof of Concept of Art of Sequence projects. Development on Art Of Sequence tools are still going on.

Kayac⬀ - Kamakura (Japan)

Creator (2012, 4 months)

Projects: Make Games (Farmer Carrots Zombies⬀, unreleased rogue-like prototype)

★ **Provided international game development expertise and point of view** to the company that wished to sell games worldwide.

★ **Challenged to develop an iOS game in no time.** It took us 2 weeks to produce FCZ, I made all the code and sound design and half of the game design. However, pressed by the time we were not able to do better. Releasing it publicly what not my decision but I did my best to make it enjoyable.

★ **Learned** iOS (ObjectiveC/C++) development, Japanese keyboard, MacOSX use and Cocos2D-X (which I patched and provided back to the devs) in a very short time.

★ **Proposed 7 game concepts** to work on next (after FCZ) which have **all been approved**, the game development team being confident in my skills, they suggested that I should chose the project myself.

★ **Regularly assisted and facilitated art review** and provided foreigner's point of view to the Japanese artist team.

Astek⬀ - Boulogne-Billancourt/Suresnes (France)

Consultant - R&D Engineer (2010-2012, 2.1 years)

Projects: Mission for LotSys: Research & Development

★ **Designed and implemented** long-term customizable architectures in embedded context.

★ **Proposed** very long-term solutions to solve an important problem, being **approved by leads, then implemented it myself successfully**. The solution is, of course, still used and will be for +10 years. This solution involved embedding a web navigator into the application (which I did before in home projects).

★ **Teach advanced C++03 and C++11 techniques** to other developers as much as I could to help improving the overall development process.

★ **Designed and implemented tools** in Python to help clients and other developers to customize quickly the applications. Involved XML and InkScape.

Village Media⬀ - Maison-Alfort (France)

Game Engineer (2009-2010, 10 months)

Projects: Online multi-player persistent games based on Flash and Java on the server side: *http://buzzville.fr*

★ **Developed 5 multi-player persistent games**, Flash client-side, Java+Groovy server-side (using the in-house engine).

★ First game developer (and employee) of the company, I **provided my expertise about game development** which resulted in important re-design of the initial in-house engine and improved development speed.

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PROFESSIONAL EXPERIENCE

Creative-Patterns ⤢ - Strasbourg (France)

Gameplay Programmer (2007-2009, 2.5 years)

Projects: **NDS** games (*Gourmet Chef* ⤢, *Fashion Designer: Style Icon* ⤢, *Hotel Giant* ⤢, *Hospital Giant*)

★ **Workflow process definition and facilitated** for company adoption through buy-in from upper management resulting in smoother QA process and enhanced clarity between QA and development teams -- **became a standard process company wide**.

★ **Worked closely with designers** to ensure that the game mechanics and agent behaviors implementations were as close as possible from their vision, allowing us to anticipate hidden problems before implementation and empower designers **providing versatile, easy to use and reusable design tools** (using programming design philosophies like DRY, Defensive Prog., etc.- see "Skills").

★ **Designed several game proposals** under thin constraints, one being popular internally and planned since to be developed as a proof of concept on XBLA.

★ **Regularly assisted and facilitated art review** and provided resources and technical guidance, **improving art quality and visual/audio consistency** thorough the entire game development.

Webraska ⤢ - Maison-Lafitte (France)

Engineer Research & Development (2006-2007, 8 months)

Projects: Client side of the main company product *Webraska Navigation* ⤢ (GPS navigation software for **mobile phones, PDA and other embedded hardware**)

★ **Improved development tools** like the branding generation system and the localization generation system to allow new Russian clients to be able to sell the application in their country.

★ **Implemented several user experience improvement** systems like automatic screen rotation, automatic audio level management, application launch driven by external applications, etc.

Danem ⤢ - Créteil (France)

Analyst Programmer (2004-2006, 2.5 years)

Projects: Several (about 10) embedded **sales-force** ⤢, **Stock management** ⤢, **scientific survey** applications (**PC, PDA, NetBooks and other embedded hardware**) and related web-based (**intranets** ⤢) management software.
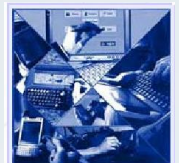
★ **Rewarded for highly valued initiative** by upper company management for having **produced a document on spare time gathering 10 technical improvements and tools** that the company could quickly use to enhance development team productivity and software quality, some of these improvements and tools **having been adopted before I left the company and still after**.

★ **Worked closely with clients** to ensure that the solutions provided really solved their problems efficiently by using clear and regular communication with them, **resulting in recovery of confidence of clients** that had lost confidence in the company's development team.

Giraud International ⤢ - Maison-Alfort (France)

Analyst Programmer (2003, 6 months)

Projects: Web-based extranet management applications and data integration applications.

★ **Designed and implemented** Java WebSphere applications.

★ Helped PHP developers to debug their applications.

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PERSONAL WORKS

Art Of Sequence ⧉ - (work in progress – since 2010)

Open-source digital-storytelling technologies (digital comics and Turbomedia tools)

★ **Building tools to help digital comics author to publish everywhere**

★ Designed a (xml-based) **universal format** to describe non-temporal digital stories and **implemented a web-player** in javascript: **http://demo.artofsequence.org**

NetRush ⧉ - PC (work in progress – since summer 2012)

Cyber-space-fantasy real-time 3D strategy game.

★ **3D remake of NetRush(V0)** with a lot of other improvements to achieve sellable game quality and to participate to the Independent Game Festival.

★ **Based on Ogre3D ⧉, FMod ⧉, RakNet ⧉, OOIS ⧉, Google ProtoBuf ⧉** and several other libraries.
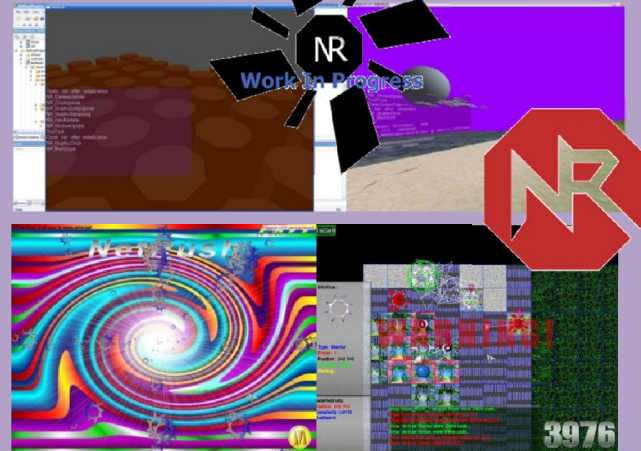
NetRush (V0) ⧉ - PC (finished - 2002-2003 –school era)

Original 2D version of NetRush.

★ **Increased knowledge** in problem solving for interfaces and graphics.

★ **2 people team** (high school students).

★ **Improved C++ skills** and used Direct3D 7/8 and FMod).

★ **Working multiplayer game** (4 players max – DirectPlay 8).

### *Black Mass* – Target Platform : NDS/Console (prototype + Game Design Docs - 2006)

★ ***Action-puzzle game with protective Gameplay***: gameplay inspired by ICO : you have to protect something you know nothing about, the Black Mass.

★ **Progressive Epic Experience**: the player first discover a mysterious context, then experiment a progressively epic journey to finish in a controversial climax that should mark her memory for a long time… (I want to use Magma's music for this one)

Terres de Glace - PC (aborted - 2004-2005)

3D Role-Playing game (with multiplayer mode).

★ **"Exotic" mood for a PC Role Playing Game**: a bit depressive (cold and full of white deserts), warm people with tribal cultures, mysterious origins of that people that made deep introspective cultures and philosophy. People always wear masks with two faces… Clans based organizations, with a deep emphasis on each people's identity… Only the game controls weren't exotic.

★ **Managed the team**, **produced game design documents** and worked on architecture and implementation of **the game engine**.
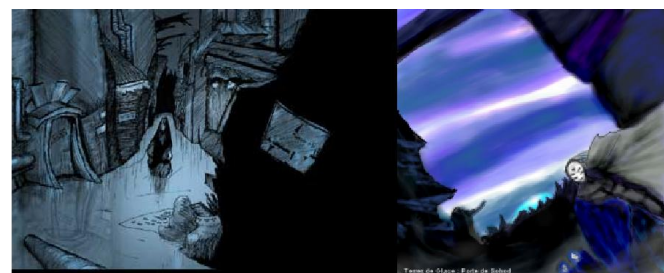
Graphic researches from the team members are available online ⧉.

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PROGRAMMER SKILLS

Education: Self-made.
Speaks: **French** (native), **English** (fluent & technical).

Stackoverflow.com: **22k+** points, **top 2% overall** users

Klaim
22,764
●9 ●60 ●124

LANGUAGES

- **Main (knowledge and daily experience)** :
  C++(11/14) with and without **STL** and **Boost**
- **Experienced:**
  C#, Python, Flash/AS3, HTML/CSS/JavaScript
  Lua, Falcon
- **Used in the past:**
  PHP, Java, SQL (MySQL, Oracle, SQL-Server)
- **Current Interests and Curiosity:**
  D, Rust, Ruby (and Ruby on Rails), Functional
  Programming (Haskell, Erlang), Processing …

SPECIALITIES

- **Main focus:**
  - **Gameplay mechanics**
  - **Systems related to User eXperience**
  - A.I.
- **Regular practice**:
  - Interface systems (GUI/HUD)
  - Architecture (code & process organization)
  - Game-design tools
- **Other practices and interests:**
  - Graphics (3D & 2D)

Exposure and Practice to:

- **Design Patterns** (and how not to abuse them)
- **Separation of Concerns**, **D.R.Y.**, **K.I.S.S.**, **Y.A.G.N.I.**, **Defensive Prog.**, **Egoless Prog.**
- **Extreme Programming** and **Agile** Development.
- **Multi-Paradigm** programming (**Object-Oriented**, **Generic**, **Procedural**, Data-Oriented, etc.)

Libraries, Engines, Tools

- **Daily job and home experience:**
  C++ Standard Library, Boost (several libraries), **Lua** as embedded scripting language in games
- **Trello** to manage my own projects.
- **Daily home projects experience:**
  Ogre3D for graphic rendering (using DirectX or OpenGL) with **Navi** (**Awesomium**) for HTML/CSS/JavaScript based
  GUI, **FMod** for audio rendering, **RakNet** as high level network layer for games, **OOIS** as input layer, **ProtoBuf** for
  message objects generation, **Falcon** as embedded scripting language alternative to **Lua.**
- **Current interest and study:**
  Qt to develop tools, **SFML** to develop little 2D games, **Unity**, physics engines like **Bullet**.

Stackoverflow.com account:
http://stackoverflow.com/users/2368/klaim

Top 10% for c++ pointers templates c++11 stl vector boost static
reference memory-leaks boolean cross-platform c++0x ◀ fewer

Top 20% for c arrays string multithreading oop inheritance visual-c++
memory-management memory syntax ◀ fewer

Top 30% for qt constructor unicode coding-style programming-languages

Website, blog, code samples, webcomics, games infos and other informations are available online:
http://www.klaimsden.net
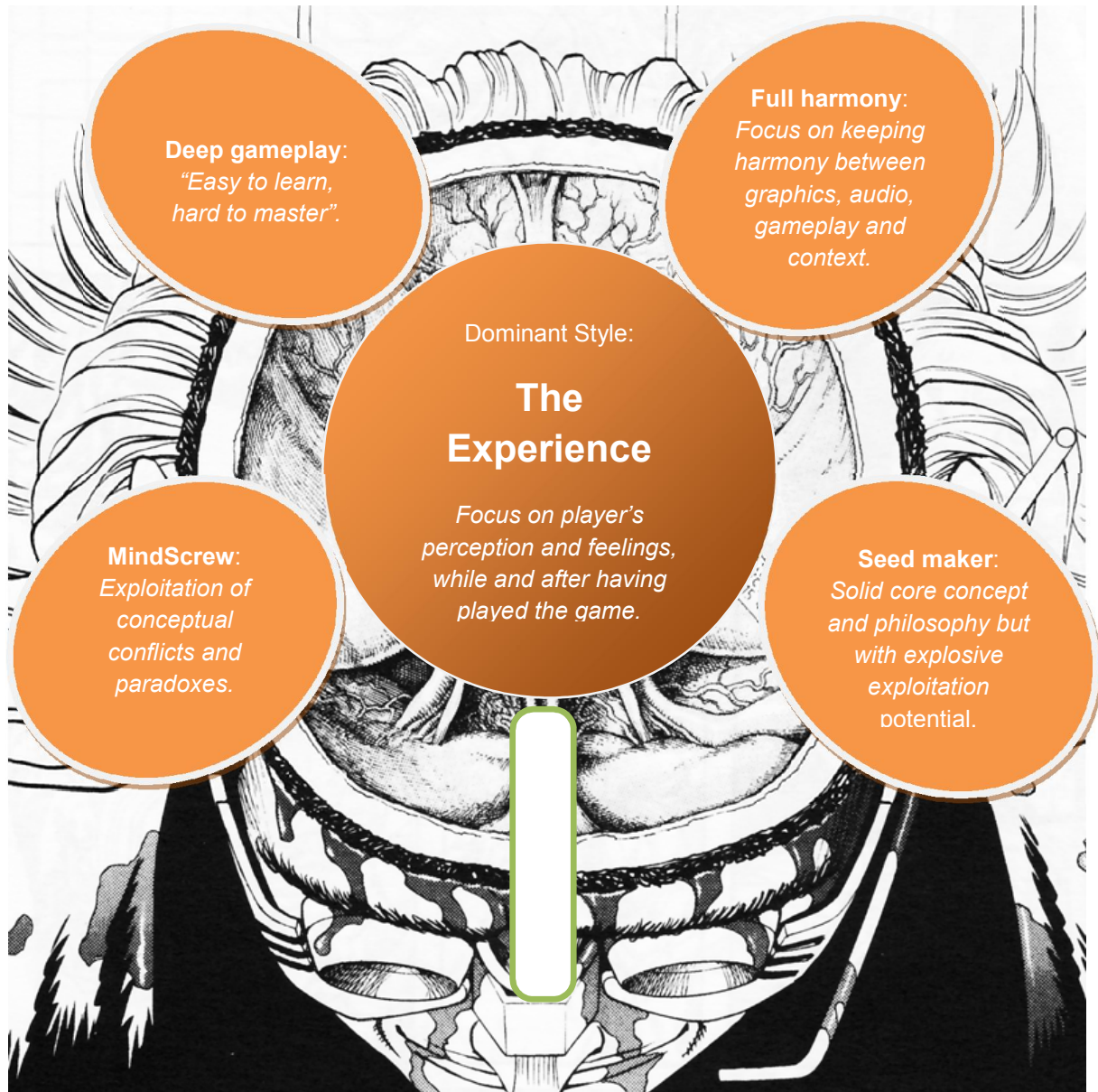
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DESIGNER SKILLS

Style and specialties:

Deep gameplay: *"Easy to learn, hard to master".*

Full harmony: *Focus on keeping harmony between graphics, audio, gameplay and context.*

Dominant Style:

The Experience

Focus on player's perception and feelings, while and after having played the game.

MindScrew: *Exploitation of conceptual conflicts and paradoxes.*

Seed maker: *Solid core concept and philosophy but with explosive exploitation potential.*

Technical Skills

Knowledge of **software &hardware limitations**	**Harmonious world creation** with **identity**.	Knowledge of **game balancing** strategies	**Game analysis**

Website, blog, code samples, webcomics, games infos and other informations are available online:
http://www.klaimsden.net

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ARTISTIC SKILLS

Strong interest: Sequential and Narrative arts – Comics/Manga/BD, Animation, Books, Movies

Basic drawing skills: to express feelings, explain concepts and give life to characters.

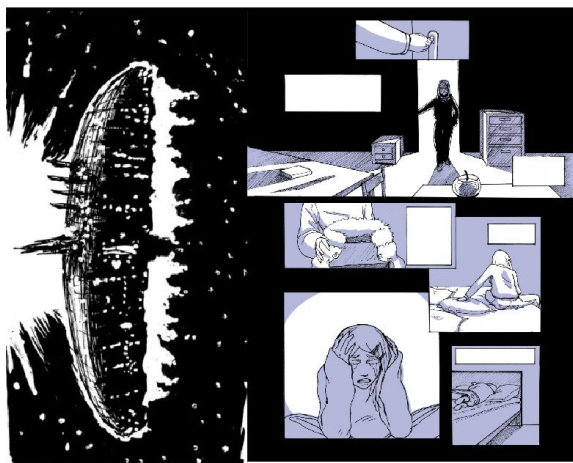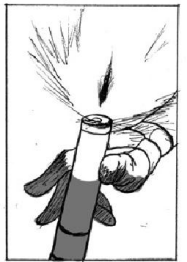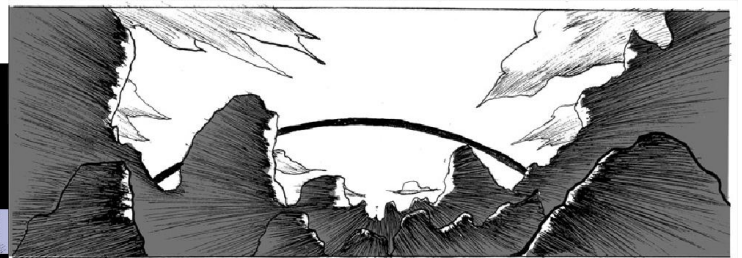**Focus on timing, layout, montage, context, movement and expressivity first.**

Amateur projects:

- *Life-Turtle* ⬈ - comics published in the amateur fanzine *Bong!* – later published as a webcomic (original French version: http://lifeturtle.webcomics.fr ⬈).
- *Mekta Shtae (The way of the Theorician)* – big comics project in progress, researches, chara-design and storyboard almost finished.
- **Webcomics** ⬈: working on some webcomics on my spare time.
- *Art of Sequence*: software project – tool for producing digital comics– inspired by Balak aka Yves Bigerel's ⬈ work.

Currently learning:

- **3D modeling with Blender** – to complete basic skills required to make a full game.
- **Music** – learning basics of music and composition to help communicate moods in my projects.