Benjamin HAMON

work@benjaminhamon.com   EPITA, master of science in computer science
developer.benjaminhamon.com   10 years in video game development

Software Engineer

Professional Experience

AMPLITUDE STUDIOS – DevOps   Paris, Nov-2019 to Jun-2023

     Worked on Humankind and Endless Dungeon, for Windows, PlayStation, Xbox and Stadia
     Updated continuous integration and delivery using Python, GitLab-CI and Unity3D
     Developed internal tools for game production using Python, C# and ASP.NET Core

DONTNOD ENTERTAINMENT – DevOps   Paris, May-2017 to Aug-2019

     Worked on Vampyr, Life is Strange 2 and Tell Me Why, for Windows, PlayStation 4 and Xbox One
     Updated the build service and pipeline using Python, Buildbot and Unreal Engine
     Developed internal tools for game production using Python, C# and WPF
     Managed internal servers and set up configuration management using Ansible

KOBOJO – DevOps   Paris, May-2014 to May-2017

     Worked on Zodiac Orcanon Odyssey and Primal Legends, for Android, iOS and Facebook
     Developed the cross-project framework, tools and web services using C# and ASP.NET
     Developed a matchmaking and multiplayer system using NodeJS and C++
     Set up continuous integration and delivery using Jenkins and Bash scripts
     Set up AWS environments for game releases

FRENZOO – Game Programmer (internship)   Hong Kong, Aug-2013 to Jan-2014

     Worked on a mobile casino game for the Me Girl franchise, for Android and iOS
     Developed game features using C# and Unity3D

Education

EPITA, graduate school of computer science   Paris, 2009 to 2013

     Master's degree in Computer Science
     Option Multimedia and Information Technologies

Skills

Programming: C#, C++, JavaScript, Python
System administration: Ansible, AWS, Linux, Windows
Game development: Epic, PlayStation, Steam, Unity3D, Unreal Engine, Xbox
Web development: ASP.NET, Flask, HTML/CSS/JS
Databases: MongoDB, MySQL, PostgreSQL, Redis, SQL Server

French (native), English (very good)