THOMAS DALLARD
Engine Programmer

Engine & Tools Programmer with experience in Unreal Engine, Unity, and Godot,
as well as developing custom engines.
My passion for learning and challenges led me to learn about deep learning, networking,
rendering, and make my own games with gamejams.
I also believe mathematics can bring magic into games.

CONTACT

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SKILLS

Domains	Tools & Softwares	Programming Languages	Languages
Engine Tools	Unreal Engine	C / C++	French : Native
Networking	Unity 3D	C# / Java	English : Professional proficiency
Artifical Intelligence (AI)	Godot	GLSL / HLSL	Japanese : Intermediate level
3D Rendering	OpenGL / Vulkan	Python	
	Git / Perforce	GDScript / Blueprints	
	Trello		

EXPERIENCE

Hawkswell
2022 - Present
Unreal Engine 5 Tools & Engine Developer
Creating tools and improving the editor to extends its functionnalities
to improve the workflow of other programmers and designers.

Hyperseries
Syloe
2022 / Jan-May
Unity UI Programmer
Managed the UI and its architecture, its optimization (canvas, batches...),
and helped integrating apis (facebook, twitter) and parsing json.

Isart Digital
2020 / Aug
Sandbox Assistant
Taught C to students by helping them doing exercises and grading their code.

PROJECTS

Music Generation Through Diffuson
2023 - Present
Generative Music Researcher
Making deep learning architectures using Diffusion
to give composers a flexible way to generate adaptive music and transitions for video games.
Also designing the framework to make it possible,
such as creating a Python Wrapper Library and an Unreal Engine Plugin using a third party library.

Sikaria
2022 - 2023
Network & Engine Developer
Managing the replication of a multiplayer game,
as well as its gameplay, and its optimization.
Pégases: Best Video Game made by Students 2024

WINNER PÉGASES FRANCE 2024

RTS Project
2022
AI Programmer
Invented a decision-making system for the strategic and tactical layer for the AI
of a RTS Game, and presented it during the GT IA conference.

GP Engine
2021 / Jan-Jun
Engine Programmer
Founded a 3D game engine from scratch with an editor and a game to test it.
Made the serialization (scenes, prefabs, inspector generation),
3D skeletal animations, hot reload, and the project l'architecture (dll etc).

EDUCATION

2019 - 2023
Master's Degree in Game Programming
Valedictorian
Isart Digital

2023 - 2024
Research Student
Tokyo University Of Technology

INTERESTS

GameJams
2 IRL GameJams
8 online GameJams

Games
Chess
EnderLilies
Minecraft
Among Us

Japanese Culture
Visual Novels
Light Novels
Anime
Mangas

Sports
Aikido
Judo
Badminton