

Gameplay & Network Programmer

Enzo LEBLANC GALBERT

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Developer with strong foundations in **Unreal Engine, Unity, multiplayer replication, and server infrastructure** (CI/CD). Capable of writing technical documentation and bridging the gap between design requirements and network constraints. Available for new opportunities starting **September 2026** and fully open to relocation.

Skills

Languages

C++, C#, Python, JavaScript
Netcode (TCP/UDP, Sockets)
Blueprint (Unreal Engine)

Engines

Unreal Engine
Unity
Godot Engine

Infrastructure

Git, Perforce, PlasticSCM
Jenkins (CI/CD)
Linux Administration

Professional Experience

Gameplay Programmer - Inside Quest - Apprenticeship, Unity
B2B gamification platform for employee engagement.

09/2024 - 08/2026
Île-de-France, France

- Delivered modular gameplay architecture and refactored for continuous stability.
- Implemented **AR** gameplay modules and **gamified mini-games**, optimizing rendering and memory usage to maintain a stable 60 FPS on mobile devices.

Gameplay Programmer - HAPAX - Freelance, Unreal Engine 5 C++
Multiplayer cyberpunk courier game with flying cars.

08/2025 - 12/2025
Île-de-France, France

- Engineered modular 3C for vehicles, core economy, and quest architecture.
- Secured **Paris Games Week** selection via high-impact gameplay showcases.

Projects

Pitstop, *Serious Game, Unreal Engine 5 C++*

09/2025 - 06/2026

- Engineered a **Dedicated Server Orchestrator** and a **CI/CD pipeline** to automate build distribution and server lifecycle management, **reducing deployment time by ~40%**.
- Developed an **organic racing AI** using a **PID Controller** for precise path-following, incorporating room for variability to simulate human-like steering and acceleration.

Self-Hosted Homelab, *Infrastructure*

12/2025 - 01/2026

- Configured and maintained a **Proxmox VE** environment to host microservices and game servers, ensuring **high availability** through optimized resource allocation.
- Managed **Cloudflare** routing and automated Dynamic DNS (**DDNS**) to maintain uninterrupted access to portfolio analytics and web services.

Coastal Drift, *Action Adventure, Unreal Engine 5 C++*

09/2024 - 06/2025

- Developed a custom physics layer extending the Unreal Engine Chaos Vehicle plugin to refine handling and drifting mechanics, exposing tuning parameters to designers for rapid iteration.
- Collaborated with sound designers to implement procedural sound systems that respond dynamically to vehicle physics and environment data, **enhancing player feedback** and immersion.

Education

Master Lead Gameplay Programmer, ISART DIGITAL Paris

Track focused on game development, gamefeel and multiplayer systems.

09/2024 - 08/2026
Paris, France

Languages

French Native

English Professional Proficiency - TOEIC B2

Interests

Sport - Cooking - Video Games - Photography (Portraits of people around the world)