

# DAMIEN PEGORARO

## GAMEPLAY PROGRAMMER

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<https://damienpegoraro.dev>

17 years of experience in games and applications programming, mostly for mobile. Lead of programming teams.

Currently specialized in casual and midcore games on mobile.

- **Unity 3D**  
Game programming (C#), technical lead
- **Unreal Engine**  
C++ programming, self-trained
- **Others**  
Agile / Scrum, Python, Java, Haxe, Starling, Git...

## Work Experience

- **Lead Programmer Unity3D** at Elia Games, Montpellier. **2020-2023**  
Hyper / Super casual mobile games.
- **Lead Programmer Unity3D** at Webedia Games, Montpellier. **2019-2020**  
Hyper casual mobile games, tooling.  
Technical lead for a 10+ programmers team.
- **Freelance Programmer**, Montpellier. **2015-2019**  
Serious and advert games programming (mobile, VR, AR)
- **Gameplay Programmer Unity3D** at Actiplay, Montpellier. **2008 - 2015**  
Advert games
- **Gameplay Programmer Actionscript** at Prizee.com, Clermont-Ferrand. **2006 - 2008**  
Browser casual games in Flash / Actionscript.

## Education

- **Bachelor's Degree in Information and Communication** **2006**  
Blaise Pascal University, Clermont-Ferrand.
- **Associate's Degree in computer science** **2004**  
Auvergne University, Clermont-Ferrand.
- **High School Diploma in sciences** **2002**  
Blaise Pascal High School, Clermont-Ferrand.

## Miscellaneous

- Passion for videogames, especially retro-gaming
- Fluent English (TOEIC validated in 2016 at bilingual level)