

# FERGAL MECHIN

Unity Gameplay Programmer | C# | Unreal Engine

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**Open to permanent positions (CDI) and freelance missions — full-time or part-time**

## PROFILE

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Gameplay programmer with 5+ years of experience in Unity/C# development, specialising in gameplay systems, networking, internal tooling, and multi-platform porting. 13 shipped titles across PC, PlayStation, Xbox, Nintendo Switch, and mobile. Also a game programming instructor at Ynov Campus Lyon and Ynov Connect.

## PROFESSIONAL EXPERIENCE

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### Gameplay & Porting Programmer (Freelance) | Old Skull Games — Villeurbanne

Dec 2025 – Jan 2026

- Mobile porting of Slime Rancher on Unity.
- Touch controls adaptation and mobile platform API integration.

### Indie Developer & Instructor | Cernunnos — Lyon (Remote)

Oct 2025 – Present

- Freelance game and prototype development for studios.
- Game programming instruction at Ynov Lyon and Ynov Connect.

### Developer → Lead Programmer | Breakfirst Games — Vaulx-en-Velin

Apr 2020 – Sep 2025

- Progressed from Gameplay Developer to Lead Programmer over 5 years.
- Gameplay Programmer on Sheep & Socks, Instant Sports All-Stars, Instant Sports Paradise, Instant Sports Winter Games, and Instant Sports Summer Games.
- Gameplay, AI, game systems, QA.
- Multi-platform porting: PC, PlayStation, Xbox, Nintendo Switch, mobile. Controls adaptation and platform API integration.
- Lead Programmer on King of Tokyo, Arcade Game Zone, Fort Boyard — Père Fouras's Challenges, Instant Sports 2, 40 Sports Games in 1, 34 Sports Games — World Edition, and 30 Sport Games in 1 (Fort Boyard published by Microids): managed a team of 4 developers, software architecture, code reviews, built a custom Unity toolbox, strategic decisions.
- Prototype and internal tool development in Unity/C#.

## SKILLS

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**Engines:** Unity (expert), Unreal Engine

**Languages:** C# (expert), C++

**Gameplay:** AI (Behaviour Trees), cameras, physics, generic & scalable game systems, ECS, optimisation

**Networking:** Netcode for GameObjects, Photon Fusion, from-scratch implementation

**Porting:** PC, PlayStation, Xbox, Nintendo Switch, mobile (platform API integration, controls adaptation, console TRC/TCR certification)

**Tools:** Editor Tools, Custom Inspectors, Addressables, Git, Jira, memory management & asset streaming

**Production:** Agile/Scrum, pre-production, planning, budgeting, production tracking

**Soft skills:** Communication, autonomy, team spirit, mentoring/teaching, rigour, adaptability

**Languages:** French (native), English (B2)

## EDUCATION

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### Master's in Game Programming (Bac+5) | Ynov Campus Lyon

Sep 2021 – Sep 2023

- Sandwich course. Specialisation: gameplay, networking, software architecture.

### Bachelor's in IT Project Management (Bac+3) | ISITECH, Lyon

Sep 2020 – Sep 2021

- Sandwich course. Personal project: full RPG with procedural dungeons, weapon system, and Addressables.

## **HND in Computer Science (Bac+2) | IUT Lyon 1, Villeurbanne**

*Sep 2018 – Jul 2020*

- General computer science programme. Began game development.

## **PORTFOLIO**

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### **Old Skull Games (2025–2026)**

- Slime Rancher (mobile port) — Mobile porting on Unity. Touch controls adaptation and mobile platform API integration.

### **Breakfirst Games (2020–2025) — Lead Programmer**

- King of Tokyo — Video game adaptation of Iello's board game. Technical direction.
- Arcade Game Zone — Multi-platform arcade game. Technical direction.
- Fort Boyard — Père Fouras's Challenges — Official adaptation of the TV show, published by Microids. Technical direction.
- Instant Sports 2 — Multiplayer sports game on consoles.
- 40 Sports Games in 1 — Sports mini-game compilation on consoles.
- 34 Sports Games — World Edition — Multi-platform sports mini-game compilation.
- 30 Sport Games in 1 — Sports mini-game compilation.

### **Breakfirst Games (2020–2025) — Gameplay Programmer**

- Sheep & Socks — Co-op action game.
- Instant Sports All-Stars — Sports party game on consoles.
- Instant Sports Paradise — Tropical sports game on Nintendo Switch.
- Instant Sports Winter Games — Winter sports game on consoles.
- Instant Sports Summer Games — Summer sports game on consoles.