

Yoan Lecoq

Video game programming - Technical expertise & Lead



 yoanlecoq.com  [@yoanlcq](https://www.linkedin.com/in/yoanlcq)  yoanlecoq.io@gmail.com

 [@yoanlcq](https://github.com/yoanlcq)  Fontainebleau (France)  July 1996  Permis B

Specialized in gameplay and engine programming, aiming for a deep understanding of the topics involved in my work, and able to face new technical challenges by a thorough analysis of the state of the art.

At Eko Software, I was promoted to a Lead role thanks to my reliability and willingness to improve internal processes. My style is to lead by example, share knowledge, and maintain a high-quality codebase that is pleasant to work with.

Professional Experience

2021 - present Eko Software	Lead Programmer on <i>Dragonkin : The Banished</i> • Foundational work for the studio's transition to Unreal Engine 5 Best practices, automated builds, crash report pipeline... • UE5 plugins: Gameplay Ability System, Chaos Destruction • Fully custom high-performance subsystems for the game's needs Fast networked character movement, Multi-threaded behavior trees • Overall work on all systems: save data, quests, game modes, network... • Optimizations, hiring, and tech support Gained experience in dealing with quirky consumer setups and related issues.
2020 Eko Software	Ported <i>Warhammer Chaosbane</i> to PS5 Matchmaking, P2P, Sessions, Activities, DualSense, SSD, builds, submissions and TRC. Achieved TRC compliance with high amounts of asynchronous code and error conditions.
2018 - 2019 Eko Software	C++ Gameplay Programmer on <i>Rugby 20</i> Character customization, Solo, Championship, Tutorials, Weekly Challenges, PS4 builds.
Previous years	Highlighted internships (more details on my LinkedIn profile): • IFSTTAR: Unity engine + Arduino; LED strip control, dynamic 3D mesh import via Assimp. • Telligo: Designed some activities & taught GameMaker basics to 11-14 year-olds.

Education

2015 - 2018	Engineer's degree at IMAC - Computer science and creativity • IVI: VR file explorer using a LeapMotion for hand tracking, made with Unity; • Various OpenGL games and demos (REVOLVE, Cage Story, Hovercraft, Boulette Physiques).
2013 - 2015	Two-year technical degree ("DUT Informatique") at IUT de Sénart-Fontainebleau Top of the class in second year Acquired a deep knowledge of low-level programming and systems architecture.

Skills

Unreal Engine 5	Game engine architecture	Gameplay system architecture	C++	C	Rust
Thread safety	OpenGL (3+, ES 2)	Operating system APIs	Shell scripting	GNU Make	
Profiling & optimization	Pedagogy & knowledge transfer	Git	Perforce		

Languages

French (Native)	English (TOEIC: 975/990)
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Interests

Reading	Drawing	Baking	Jogging
Tabletop RPGs	Graphics rendering techniques		