

CLÉMENT CAYÈRÉ

Junior Game Developer

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PROFILE

I'm a game developer with two years of experience on a video game in production state. I enjoy building interconnected systems in simple and efficient ways, supporting game designers by developing custom tools, and experimenting with physics.



EXPERIENCE & PROJECTS

Needle Eye

Feb. 2024 - Present

Lead Game Developer | Unreal Engine

A cozy physics-based game with threads and ropes, candidate to the Belgian Game Awards.

Thesis: Physical Rope SimulationPhysics Developer | Unreal Engine

Feb. 2024 - Jun. 2025

A realistic physics system supporting collisions, attachments, and dynamic force interactions.

Brackeys Game Jam : Twisted WishesGame Developer | Unity

Mar. 2024

A fast-paced top-down roguelike where every upgrade comes with a drawback.

Kiss Game Jam : Street Murder

Jan. 2024

Game Developer | Unreal Engine

A third-person game in which the player attempts to eliminate as many citizens as possible without being caught by the police.

E-Nuksuk

Apr. 2020 - Sep. 2020

Backend Developer | PhP, Javascript, Wordpress

Internship in developing plugins for websites developed in WordPress.

EDUCATION

Master in Video Games

Sep. 2023 - Jun. 2025

Haute École Albert Jacquard | Namur, Belgium Great distinction | Best developer | Best student game

Professional License in Web Development Sep. 2017 - Sep. 2020 Université de Pau et des Pays de l'Adour | Anglet, France

High honours

CONTACT

Portfolio

in LinkedIn

+33 7 82 78 43 60

Namur & Remote

SKILLS

>_ Programming

C++/C#, Java, Javascript, SQL, PhP

Game Engine

Unreal Engine, Unity

P Version Control

Git, Perforce

太 Language

French (Native), English (B2)

Soft skills

Curious, Autonomous, Comunicative

INTERESTS



Hiking

Climbing

Swimming

♣ Piano