

CONTACT

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- ugo@belfiore.fr
- www.belfiore.me
- github.com/usernameHed
- Free to relocate worldwide · France or overseas

TOP SKILLS

Unity / C#
production code, 10+ years

Leadership & management
mentoring, code reviews, ownership

Generative AI
Unity 6 CLI, Claude Code linked to Unity, API, docs, dashboard, data analytics, CI/CD workflow

Multiplayer
Mirror, server-authoritative, dedicated servers, client prediction & reconciliation, interpolation, lag compensation, anti-cheat, cross-platform

Tools & pipeline
editor tools, build pipelines (Epic, Steam, iOS, Android), profiling

Production, live ops & CI/CD
shipped cross-platform online game, dev / prod, live dynamic shop, customer service, data analytics (D1 / D7 retention)

Gameplay systems
3D gameplay, 3C, game feel, cameras, physics & raycasts

Game design
mechanics, player experience

Software architecture
OOP, SOLID, composition, dependency injection (VContainer), modular services, design patterns

Performance
mobile profiling (Android / iOS): CPU / GPU, memory & GC allocations, FPS drops

AI & pathfinding
behavior trees, state machines, A*, steering, bots

C / C++
AAA, engines, rendering

Animation
12 principles, timing & weight, state machines & blend trees

EDUCATION

2017 – 2019
Master's degree, Gameplay programming
CNAM-ENJMIN, Angoulême

2014 – 2017
Bachelor, Computer science (C, C++, Unix)
EPITECH, Montpellier

LANGUAGES

French native
English fluent, TOEIC 775, 5 years abroad
Russian A1

Ugo Belfiore

Game Director, Senior Gameplay & Tools Programmer

Unity / C# · Online multiplayer · Former founder & CEO

I can handle the chaos of a store launch imploding hours before release, when the CI/CD pipeline decides it's the perfect time to break.

> Gameplay and tools programmer with **10+ years of Unity / C#**. I shipped a **cross-platform online multiplayer game** and spent five years as **founder, CEO and CTO** of the studio behind it, leading a team of 15+. I love building game feel, and the tools that let a whole team iterate faster.

founder & CEO	people led	raised	games & prototypes
5 years	15+	$260k	100+

EXPERIENCE

Kugle Corp — May 2021 – 2026

Founder & CEO · Lead gameplay programmer · Paris · remote

- Shipped **Kugle**, a **cross-platform online multiplayer** game (iOS, Android, Epic Games Store, Steam): **Mirror** netcode, server-authoritative **dedicated** game servers spawned on demand, **client prediction**, **lag compensation**, lobbies, bots
- **Led and mentored 15+ people** over 5 years: recruitment, onboarding, **code reviews**, Git workflow
- **Raised $260k**, then ran the **live game**: €5,000 / month for 6 months
- Built the **"Galaxy engine"** (gravity, cameras, **AI pathfinding**) and networked **tools for designers**
- **Build tool running 8 pipelines**: Epic (Windows, macOS), Steam, Android, iOS, game server, image generator; **CI/CD**
- **Profiling and optimization** (Unity Profiler, Memory Profiler, Frame Debugger), Addressables, unit tests

Sumo Digital — Dec 2020 · 9 months

Experienced Programmer (C++) · Malta

- **C++** on Sumo's in-house engine for an **unannounced AAA LEGO game**, team of **300**
- Player / level-object gameplay interactions with the team lead; **UI integration** with artists

PlayMagic — Aug 2020 · 3 months

Experienced Programmer (Unity) · Malta

- **150 bugs fixed** on XIII, the remake of the 2003 Ubisoft classic, in the 3 months before its **release** (team of 50)
- Unity tools and R&D: **FMOD sound propagation**, spline trigger tools, Unreal Engine

Féérik Games — Mar 2019 · 6 months

Gameplay & Tools Programmer · Montpellier

- Team of 7: gameplay on **2 released mobile games** (Eredan Arena, **1M+ installs**; Battle GG) and **3 prototypes** (racing, plane, space battle royale)
- **Camera tools on Cinemachine**, editor tools working in Play and Edit mode, **spline level design** tools

EARLIER

2018 **Incenti Studio**, Malta: gameplay and pipeline tools for a 2D blockchain MMO
2017 **Under**: indie co-op game, led a team of 5 for a year, released on PC, Mac & Linux
2016 **Pierre-Papier-Pixels**: project manager of a team of 9; game jam organiser (50+)
2015 **E-artsup** game design lecturer · **Laoviland** web art tools linked to C++

ALSO

4 tools on the **Unity Asset Store** · **PIXEL Challenge 2018**: honourable mention · Entrepreneurship, pitch decks, fundraising · Web front / back

Projects, videos and devlogs: www.belfiore.me