GABRIEL DE COCK

Game Developer I Game Designer I Web Dev

PERSONAL INFORMATION

Birthday: 18. 10. 2002, France
Citizenships: USA/FR/DE
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EXPERTISE

Programing Languages

- C#
- HTML
- CSS
- JavaScript
- Swift
- UE5 Blueprints

Software

- Unity
- Unreal Engine
- Maya
- Blender
- Photoshop
- GitHub
- Premier Pro
- Substance Painter
- After Effects

General Skills

- Game Development & Design
- VR Game Development & Design
- Web Design & Development
- UI & UX
- Augmented Reality (AR)
- Virtual Reality(VR)
- Teamwork

PROFILE

Creative and dedicated video game programmer and designer with experience in Unity, VR/AR, multiplayer games, web development, and app creation. Skilled in programming, 3D modeling, UI/UX design, and interactive technologies. Motivated to work in multidisciplinary teams, learn quickly, and implement innovative ideas that deliver high-quality, engaging projects.

EDUCATION & AWARDS

German B2 Certificate
Kästner Kolleg, Dresden, Aug 2025 - Feb 2026

Bachelor of Science
Games, Interactive Media and Mobile Technologies (GIMM)
Boise State University, Idaho, USA, Sept. 2021 – May 2025

Interdisciplinary Degree – Focus on Interactive Design, Game Development, and App Development

- Emphasis on Unity, AR/VR, mobile applications, and cutting-edge interactive technologies
- Hands-on, team-based projects simulating real industry workflows
- Preparation for professional work in game, AR/VR, and app development

Accessibility Advocate Certificate
Boise State University, Idaho, USA, May 2025

High School Diploma (Vergleichbar Abitur)
Boise High School, Idaho, USA, May 2021

PROJECTS

Morning Routine Game – VR Interactive | Solo-Developer

- Developed a VR game (Unity Engine) to support daily routine training for people with learning disabilities
- Full end-to-end implementation: Programming, 3D modeling (Maya), texturing (Photoshop, Substance Painter), sound design
- Independently designed and delivered from prototype to release

LANGUAGES

- English – Native Level
- German – Intermediate Level
- French – Intermediate Level

SIDE QUESTS

- Strategic analysis and planning: developed through tabletop games such as Dungeons & Dragons and Pathfinder
- Analytical thinking and adaptability: strengthened through strategy in collectible card games such as Magic: The Gathering
- Creativity and Problem solving: developed through playing video games
- Ongoing learning and critical thinking: supported through passionate reading of diverse genres

Gene Harris Festival Luminary Experience – AR Interactive Exhibit | Designer & Researcher (Client Project)

- Designed and developed as a client project an AR exhibition for the Gene Harris Jazz Festival honoring the legacy of Gene Harris
- Created informational panels and visual elements
- Conducted historical and contextual research to support exhibition content

GIMM Game – Multiplayer Game | Gameplay-Programmer (Client Project)

- Contributed as part of a team to the design and development of a multiplayer game for the GIMM program
- Focused on programming core gameplay mechanics
- Collaborated on the implementation of gameplay systems and player interactions

AR Communication App – AR Swift App | Programming & Design

- Contributed to programming and design of an AR app in Swift to facilitate communication for nonverbal users
- Implemented UI/UX elements and interactive features
- Assisted in integrating AR functionalities and app logic

PROFESSIONAL EXPERIENCE AND VOLUNTEER WORK

Interfaith Sanctuary Homeless Shelter (Homeless Shelter)

Idaho, USA, Shelter Support Staff – Volunteer | Sep 2019 – Mar 2024

- Provided direct support to local homeless community through intake, laundry, and security tasks
- Maintained a safe, clean, and welcoming environment for residents
- Assisted with daily shelter operations and organizational tasks

Hawkins Pac-Out, (Fast-Food-Restaurant)

Idaho, USA, Team Member | Aug 2018 – Jun 2019

- Operated register and assembled orders during high-volume shifts
- Delivered friendly and efficient customer service to ensure positive dining experiences
- Collaborated with team to streamline operations and improve service quality