INFO

/IN/MEWENPAGE

MEWEN.PAGE

MEWEN.PAGE@GMAIL.COM

BORDEAUX 🇫🇷

TECH SKILLS

- ONLINE MULTIPLAYER
- ECS
- C/C++
- GIT
- UNREAL ENGINE
- C#
- AUTOMATION

SOCIAL SKILLS

- EMPATHIC
- CURIOUS
- SELF-DRIVEN
- LEADERSHIP

INTERESTS

ANALOG PHOTOGRAPHY

CALISTHENICS

VIDEO GAMES

COOKING

VOLUNTEERING

PARIS GAMES WEEK   INDIECADE   GLOBAL GAME JAM

MEWEN PAGE

SENIOR GAMEPLAY ENGINEER / TECH LEAD - 8+ YEARS

I take pride in **always striving to improve myself** (in both technical and social skills), and the environment I am part of, whether it is setting up new workflows or automating processes to remove friction experienced by team members.

I work on **personal projects**, lately working mostly with **Unreal Engine 5** (working with GAS and their multiplayer framework), and also in **C++ with a custom stack** made of Raylib, Flecs, ImGui, and GNS.

WORK EXPERIENCE

HYPIXEL STUDIOS ⊙ REMOTE
SENIOR GAMEPLAY ENGINEER / TECH LEAD

I alternated between IC and TL roles over the last 3+ years to accommodate the studio needs. With 2+ years of experience as a TL, I am currently leading a team of engineers to develop 3C features (camera, control, character) with an in-house C++ engine.

TENURE: Since March 2021
PROJECTS: Hytale, Rambles (personal blog posts)
SKILLS: C++, ECS, Git, Online Multiplayer, Leadership
ACHIEVEMENTS:
- **Leading the development of 3C features** (movement controller, camera, combat features) for a team of 3-4 engineers.
- Working with producers and designers to **manage backlog and roadmap**.
- Partnering with other teams and disciplines on a regular basis to **assess emergent priorities and give visibility to others** of the work my team did.
- **Supporting engineers** of the team so they can work at their natural best.
- Initiated, and contributed to an initiative to **write guidelines on how to write ECS-based code**, enabling me to lead effectively my team.
- **Designed and implemented an ECS data-driven movement controller**.
- Created and improved workflows/guidelines (local team, discipline-wide).
- **Mentored** and onboarded new talents.
- Led a team, and oversaw two others during a prototyping phase.
- Helped improve the studio hiring strategy and interviewed candidates.
- **Automated parts of multiple workflows** (sprint report generation, interview panel notes, …).

GAMEPLAY ENGINEER

Working on Hytale since I joined the team, I was in charge of implementing gameplay features, working closely with designers and other parts of the team (art, UI/UX, audio…). My focus was to deliver high-quality systems that our standards and requirements while keeping in mind to make them easily usable and extendable.

TENURE: May 2018 - March 2021 / 2 years 11 months
PROJECT: Hytale
SKILLS: C#, Java, OOP, ECS, Git, Online Multiplayer
ACHIEVEMENTS:
- **Implemented easily usable and extendable gameplay features**, taking into consideration the constraints of a sandbox multiplayer online game (objective system, farming system, movement abilities like mantling, …).
- **Collaborated with stakeholders** from multiple disciplines to ensure features met requirements.
- **Automated parts of multiple workflows** (prodnote generation, PR alerts, reminders, …).

WORK EXPERIENCE CONT.

FORGOTTEN KEY ⊙ KARLSHAMN 🇸🇪
UNITY GAMEPLAY ENGINEER

I worked from the beginning on Down The Well to create a vertical slice. With this team, I made a high-end quality vertical slice which took 5 months to complete. After that, I participated in the rework of the systems to restart from a clean base.
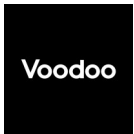
TENURE: August 2017 - February 2018 / 7 months
PROJECT: Down The Well
SKILLS: C#, Unity, Git
ACHIEVEMENTS:
- **Implemented gameplay features** for a vertical slice (objective system, portal system, …).
- **Automated parts of our workflow** with a Slack bot (assigning PRs to different persons each sprint, …).

VOODOO.IO ⊙ STRASBOURG 🇫🇷
UNITY GAMEPLAY ENGINEER

I was working in a team of 4. I was in charge of the gameplay part of the games with another engineer. I participated from the early stage of the games, from the conception to the release in the app stores, with various phases of iteration and prototyping.

TENURE: January 2017 - June 2017 / 6 months
PROJECT: Several unreleased prototypes
SKILLS: C#, Unity, Git, Rapid Prototyping
ACHIEVEMENTS:
- **Created multiple mobile game prototypes**.
- Released them on app stores, analyzed their metrics, and iterated on them.

EPICUBE ⊙ REMOTE
GAME ENGINEER

Epicube was a french Minecraft mini-games server. I developed entire mini-games on my own (from design to implementation), and I also kept updated, added new features, and fixed bugs for several existing mini-games. I was close to the community, I took into account their feedback (either directly in-game or on the forums) to update mini-games and improve their gameplay experience.

TENURE: June 2015 - Dec 2016 / 1 year 7 months
PROJECT: EpicSmash, Skyfall, Gladiators
SKILLS: Java, Git, Online Multiplayer, Modding, Game Design
ACHIEVEMENTS:
- **Designed**, **implemented**, and **released mini-games** for the Minecraft network.
- **Improved games** based on players' feedback.
- Maintained and bug-fixed games from previous engineers.

EDUCATION

EPITECH ⊙ BORDEAUX / PARIS 🇫🇷 📅 2011-2016
Master degree in Computer Science

RMIT ⊙ MELBOURNE 🇦🇺 📅 2014-2015
Exchange student for 2 semesters