OLIVIER BARGE

Quality Assurance

26 years old

"Being a bug magnet, I gained the habit of understanding and solving them and having fun with it"

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Portfolio
Itch
LinkedIn

PERSONAL EXPERIENCES

2024 • Tutored project • PPI (Pokémon Product Industries) : *Level design and programmation for a third person game in Unreal Engine 5.*
2024 • ÉthernaraTCG project : *creation of a card game on Unity.*
2023 • Créature Éther project : *programming of a rogue like on Python (from scratch).*
2017 - 2020 • Creation et management of Minecraft servers : *Creation and debug for Minecraft plugins in Java, helping players, conflict management.*

PROFESSIONAL EXPERIENCES

Juin 2025-November 2025 • QA Intern at Magic Design Studio : Writting and regression of bugs tickets. Creation of Testplan. Test during goldenpath and custom build. Meeting over concepts and gamedesign.
March-July 2024 • Internship in Factovia : Research and developpement for a software of 3D factory simulation on Unity. Technology watch: Unified Namespace and MQTT.

FORMATION

2024-2025 • (Validate) Bachelor's in Video Game Studies and Production • Montpellier (34)
Q.A, *Rational Game Design, prototyping, agile development methods (Scrum...), Level Design, 2D/3D infographic, bases of computeur science.*

> **Workshop :**
> Making a bug report with an Associate Lead QA of Ubisoft Montpellier.

2023-2024 • (Validate) Bachelor's in Computer Science, 3rd year software development: design, development, validation • Puy-en-Velay (43)

2017-2021 • Computer science licence • Lyon (69)
> **LIFAMI project (1rst year)**
> Creation of a flappy bird game in C++ with the library : GraPic (Custom library based on SDL for the university).
> **LIFAP4 project (2nd year)**
> Creation of a TRON like game in team in C++ with specification and the SDL library.
> **Projet LIFProjet (3rd year)**
> Creation of a application of natural selection in team in Python.

2017 • High school degree (Baccalauréat) obtained with honours, in Sciences and Computer Science (Informatique et Science du Numérique)
> **ISN project**
> Solo development of a reign like game, with PyGame library and bases in Python.

HARDSKILLS

QA :
Reporting, Jira, knowledge of differents tests (monkey test, free test, smoke test), review.

Language :
English B2

Programming languages :
C#, C++, Java, Python, HTML/CSS

Game Engines and Softwares :
Unreal Engine 5, Unity, Godot, GDevelop, GitHub

GameDesign :
GDD redaction, logic of RGD, gameplay loops, variation matrices, 3C.

SOFTSKILLS

Communication :
teamwork, feedback, empathy, adaptiveness, positivity

Adaptability :
 My knowledge of the different jobs it takes to make video games makes it easier for me to understand them and what my colleagues need from me every step of the way.

Management :
pedagogy, calmness, organisation and prioritisation of tasks, scheduling.

HOBBIES

Video games : Pokémon, Expedition 33, Civilisation VI, Chants of Senaar, Abzu.

Personal computing science projects, marine zoology, card games (Magic : The Gathering), woldbuilding.