

Hugo Leblanc

Software Developer — Unity, .NET & Web

hugoleblanc.dev@gmail.com
linkedin.com/in/hugo-leblanc
Paris, France

01 PROFILE

Unity developer turned versatile developer: gameplay, multiplayer, procedural generation and optimization, as well as tools, APIs and web applications. I enjoy building complete systems, from the engine all the way to distribution. I use AI daily as a pair programmer, while staying in charge of design, technical decisions and validation through measurement.

02 EXPERIENCE

The Good Drive · Unity & Full-Stack Developer

Jun 2022 → present · Paris

Driving simulators for driving schools.

- **Simulator:** procedural 3D generation (roads, buildings), shaders, gameplay and optimization in Unity.
- **Chunk-based launcher and updater** (Steam-like): .NET client, publishing web app, distribution API.
- **APIs and web applications** for the company's products.

Creartstudio · Co-owner & Lead Developer

Feb 2020 → present · Tours

Independent studio, maker of Runner Party, a multiplayer racing platformer for up to 4 players, local and online. Released on **Steam**, funded on Kickstarter.

- **Built the whole game** in Unity: characters, movement (slide, grappling hook, jumps), around ten items, rounds, ranking, dynamic camera.
- **Online multiplayer:** deterministic 60-tick simulation with adaptive input delay and rollback netcode, chosen after evaluating four architectures; peer-to-peer over FishNet and Steam Datagram Relay, 16 automated desync test scenarios.
- **Bot AI:** auto-generated navigation graph, maneuvers simulated with the real game physics, three difficulty levels, 1.5 ms per frame for all bots.
- **Content & UI:** levels, menus, HUD, skins, Spine animations.

03 PROJECT

Qosqo · Co-founder & developer

qosqo.app

Mobile-first web app that finds the best meeting point for a group on the Paris public transport network. Next.js, routing powered by a self-hosted MOTIS instance on a VPS.

04 SKILLS

GAMES & 3D

Unity

C#

HLSL

Shader Graph

procedural generation

netcode

game AI

optimization

SOFTWARE & WEB

.NET

Next.js

NestJS

TypeScript

AWS

05 EDUCATION

Self-taught developer, lifelong passion for programming
French vocational baccalaureate in electrical engineering (Bac Pro ELEEC)

06 LANGUAGES

French — native
English — professional working proficiency