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My Cover Letter

I develop win-win strategic business partnerships and network growth ; to generate more sales and improve relationships.

I have created, developed, finished and published numerous games on Steam (digital distribution service) on Windows PC and macOS using Unity3D and GameGuru 3D Classic Engine. I have work on Free to Play, FPS, TPS, Adventure, Multiplayer, Racing, Space Combat and Action-RPG Genre. I have completed and delivered 100+ projects for 8 years in Adobe Flash as an ActionScript 3 Developer with Away3D, Alternativa3D and Papervision3D.

My Steam account: https://store.steampowered.com/search/?developer=Yann%20GEFFROTIN
My games portfolio: https://www.geffrotin.com/yann/games/

I have a credly badge 'Unity Essentials Pathway'.
https://www.credly.com/badges/baab2d5a-4ba7-4c2b-b2ea-c0af3046018d/public_url

Soft skills :
- I am passionate by 3D Video Games.
- I plan to generate the max value to my customer, me and my team. I organize my work with priorities. I use SDLC and SCRUM methodologies. I have high standards. I have a method for success and i use it often. I like to experience new things. It can be challenges. I like the way things evolve in my mind, and the delivery of results.
- I've two years of experience in customer facing relationship, to drive them into success. I am a team player and i can also be independent in the work. I like to collaborate. I like to plan and to lead project. I try to learn and improve everyday and i am willing to lead those who are open to this idea.
- I have experience doing report and recommendations to higher management.
- I ask for feedback. I try to have a quality of customer feedback that is highly satisfied. It's a process : i try to do things differently when they are not, to listen better.
- I have a strong positive, can-do, behavior. I write plans. I like helping people. I'm strong at finding how to repair errors. I use the divide and conquer strategy in my code. I have a positive and constructive / logic mindset. I like the building activity.

Hard Skills :
- I have learn C++, C#, Design Patterns, Object-Oriented Design, Scrum. I have a good feeling about 3D Video Games.
- I have a Master in Computer Science and a diploma in mathematics and i try to have a specialization in 3D and in Linear Algebra.
- I am aware that my product is reviewed by a lot of people, so i tried to help by writing a clear and concise documentation.

I'm interested by a part-time or full-time job in English exclusively and 100% Remote.
I encourage you to connect with me : yanngeffrotin@gmail.com, and after at (+33) (0)6 27 66 13 46