

Rémi Job-Dorge

Systems & Software Engineer · C++ / Unreal Engine 5

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PROFILE

Versatile developer, as comfortable inside a game engine as in an automation script. Since April 2025 I have single-handedly carried ~99% of the multiplayer game **Qanga** (custom UE5 fork): 2,400 commits, 300,000 lines of C++ and 15 engine plugins in under a year, starting from zero on the engine. Before that, 6 years of tooling, automation and integration at an IT services company, plus 68 personal projects in C++, C#, Rust and Python. **Available for freelance work through Rz Software.**

EXPERIENCE

Lead Developer · iolaCorp

since Apr 2025

Qanga / WorldScape, open-world multiplayer game on Unreal Engine 5. Freelance (Rz Software), remote.

- Took over ~99% of an in-progress UE5 game alone, from zero engine experience: **2,400 commits** in under a year.
- Wrote **15 C++ plugins** (300,000 lines total): **QPolice** (NPC and law enforcement, 61K), **Dynamic Quest System** (52K, thread-safe, 100+ concurrent quests per player), **QAI** (data-oriented AI for thousands of agents: SoA/SIMD/batch, plus ISM/VAT impostor crowd-rendering, 41K).
- Built **RzMCPInterface** (~150,000 lines), an MCP bridge of **604 tools** that lets an AI drive the UE5 editor.
- Patched the source of **3 engine forks** (UE 5.3, 5.7.1, 5.7.3): vertex factories, GPU instancing, HLSL/SM6 shaders, double-float type migration (FDFVector3/FDFMatrix).
- Shipped on dedicated Linux servers driven by a custom Rust/egui GUI (SSH, multi-region, live logs); automated Steam builds and Backblaze backups.

Technician / Developer · SARL Soleo Tech

2017–2023

IT services company (2 partners), POS and management software for retail and hospitality. South of France.

- Internal tools in **C#/ .NET** (e.g. **Soleo Tech Manager**: Google Calendar/Sheets, asset management, backups).
- Automated data migration between POS systems with **UiPath**: UI extraction, regex cleaning, SQL Server loading.
- Customized the **Dolibarr** ERP/CRM in PHP (widgets, themes, workflows, Composer).
- Certified trainer on POS and management solutions; support, client relations and sales.

Independent software development

since 2008

68 projects in C++, C#, Rust, Python.

SELECTED PROJECTS

- **FH6 GearAI** (C#/ .NET 9, x64 ASM): real-time game reverse engineering (memory mapping, physics-solver patching, runtime machine-code injection, kernel tracing via a custom UEFI bootloader).
- **RzAudioBuilds** (C#/Rust/Python/Lua): polyglot reverse-engineering & automation platform (in-process Rust instrumentation DLL, MCP server for LLMs, offline neural TTS Piper/ONNX).
- **Rz Asset Control Center** (ASP.NET Core 9, PostgreSQL): automated KuCoin crypto-trading web platform (DCA bots, real-time WebSockets, 2FA, background workers).

SKILLS

LANGUAGES	C++ (UE5, production, primary), C#/ .NET, Rust, Python, AutoIt, C, TypeScript, SQL, PHP
ENGINE / GAME	Unreal Engine 5 (engine forks, C++ plugins, Blueprint, Lumen/Nanite/TSR, World Partition, GAS, Niagara), HLSL/SM6 shaders, GPU instancing, Steam SDK, dedicated Linux servers
SYSTEMS / SEC	Low-level programming, memory manipulation, hooking, reverse engineering, binary protection, crash dumps, CTF
AUTOMATION	UiPath, Power Automate, MCP servers (Node/TS), API integrations, Git
SPOKEN	French (native), English (C2)

EDUCATION

Higher National Diploma in IT Services (BTS SIO)

Lycée Honoré d'Estienne d'Orves, Nice, France

French Scientific Baccalaureate, Engineering Sciences

Lycée Guillaume Apollinaire, Nice, France

DISTINCTIONS

Professional Counter-Strike player (2014-2016), team captain, Plan-B then Play5 organizations. · **World records in racing simulation** since 2015.