

ACELIN BERTHELOT

SOFTWARE SYSTEMS DESIGNER | C# & AI-ASSISTED DEVELOPMENT

Gold Coast, QLD | 0449 122 938 | islesofurth@gmail.com | acelinberthelot.com

PROFILE

Software systems designer and developer studying a Bachelor of Games and Interactive Environments at QUT. Experience spans modular C#/Unity systems and a working portfolio website created using Codex and Cloudflare. Translates requirements into clear data flows, reusable components and testable user experiences, supported by extensive teamwork and training experience.

CORE CAPABILITIES

Programming & tools: C#, Unity, Java, C++ foundations, Git/GitHub, VS Code, Cloudflare.
AI-assisted development: ChatGPT and Codex for planning, implementation and refinement.
Architecture & design: Object-oriented design, SOLID principles, design patterns, modular architecture, UML, flowcharts, draw.io.
Development practice: Prototyping, debugging, performance profiling, documentation and iterative playtesting.
Collaboration & creative: Requirements analysis, team integration, training, prioritisation; Adobe Premiere Pro and Photoshop.

PROJECTS IN DEVELOPMENT

Optimization Pro / *Independent Unity performance tool*. Architected a profile-driven component culling and LOD framework with chunk indexing, work queues and frame-budget controls. Refactored caching and registration to roughly double test-scene capacity from 1,000 to 2,000 objects at 70–80 FPS.
Expedition / *QUT academic portfolio project*. Developing a gamified break app to extend game-system experience into connected applications and behavioural UX. Designing reward progression and low-interruption flows through AI-assisted iteration; planning accounts, permissions and scheduled summaries.
Contact Initiative / *Independent simulation game, design phase*. Documenting interconnected research, economy and diplomacy systems, with rules for how player actions affect progression and world history.

COMPLETED PROJECTS

Web development & deployment
Portfolio Website / *Independent project*. Created a working portfolio website using Codex and Cloudflare, demonstrating AI-assisted web development and practical website deployment.
Interactive systems & user experience
Drawn to Life / *QUT team project*. Designed a diegetic VR emergency-pod experience; integrated controls, system states and narrative logic supporting more than 300 possible endings.
Systems design & balancing
Renewable Energy Tower Defence / *QUT team project*. Designed educational gameplay around tower roles, resource decisions and escalating encounters, refining clarity through playtesting.
RPG Character Balance System / *QUT project*. Built a data-driven character framework with armour and weapon archetypes, balancing trade-offs to support distinct viable player builds.

EMPLOYMENT HISTORY

Steward | The Star Gold Coast 2022–2025
Maintained safety, quality and reliability in a high-volume operation while coordinating with kitchen and service teams under pressure.
Earlier career: Hospitality, aged care, education and customer-service roles across Australia and China (2003–2022).

EDUCATION

Bachelor of Games and Interactive Environments | Queensland University of Technology Current
Certificate III in Telecommunications Technology | Aurora Training Institute 2020