

# Thibaut Brébant



## PROFILE

Address : Japan, willing to relocate to France  
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## LANGUAGES

French : native  
English : fluent  
Japanese : conversational

## Professional Summary

**Senior Software Engineer and Engineering Manager** with 25+ years of experience across multiple industries.

Specialized in custom web application frontend and application-level backend development. Strong focus on product quality, user experience, performances, and maintainability.

Proven track record of delivering end-to-end, large-scale products under strong technical, product, and business constraints, in collaboration with highly demanding partners and renowned IP holders, reaching millions of users worldwide.

Combines hands-on technical leadership with the management of international teams.

## Professional experience

2018 ~ now

### ENGINEERING MANAGER & LEAD DEVELOPER

*GachaMonsters (former GcTurbo, former Game Closure)*

#### Management —

- Lead, support, mentor, and manage an international team of 10 developers, on-site and remote.
- Act as the primary bridge between engineering and non-technical stakeholders, including game design, leadership, data analysts, marketing, and external partners.
- Define and own the company's frontend technology strategy and standards.
- Oversee all projects, identifying, smoothing, and resolving technical frontend or product logic issues.
- Establish and maintain internal documentation, tools, and development processes.

#### Development —

- Build, ship, and maintain mobile and desktop web games played by millions of users, in environments with strong requirements for quality, scalability, and partner validation, involving major IPs and stakeholders such as The Pokémon Company, Disney, and platform partnerships (Google Nest Hub, GameSnacks).
- Responsible for delivering high quality products (user experience, game design, optimization, animations...).
- Design and build custom frameworks (DOM, Canvas, WebGL) to fit our product-specific performance constraints.
- Regularly contribute to game design and gameplay iteration.
- Technologies used: HTML5, JavaScript, Node.js, WebGL, DOM, CSS, GLSL, PIXI, Three.js, Spine, Photoshop, WebSocket, Web3.js, social networks SDKs (Facebook, Telegram, Line...), MongoDB, DynamoDB, SQL, GitHub, npm, Xcode, Android Studio, Cordova, Electron, Playwright, Babel, ESLint, Webpack, bash, DaVinci Resolve...

#### AI —

- Daily use of AI to accelerate development: extending existing codebases, building proofs of concept, creating internal tools and scripts, rapidly understanding or documenting unfamiliar code, and more.
- Actively experiment with custom AI agents using Python, Ollama, and local models.

2013 ~ 2018

### INDEPENDENT GAME DEVELOPER / STUDIO FOUNDER

*Tabletop Pixel (www.tabletop-pixel.com)*

- Developed original games, branding, partnerships (Nippon Animation Studio, Ankama), and professional network.
- Searched for and secured investors and publishers. Hired talented artists.
- Attended industry events and ran booths at consumer shows such as BitSummit (Kyoto) and Taipei Game Show.

2011 ~ 2018

### SOCIAL, HYPERCASUAL AND MMORPG MOBILE GAMES DEVELOPER

*Wizcorp*

- HTML5: Javascript, DOM/CSS, canvas, WebGL...
- Native: Unity3D (C#), Xcode (Objective C), Android Studio (Java), Marmalade (C++).
- Backend: NodeJs, PHP, Couchbase, MySQL, Java...
- Misc: multiplayer networking, cheating behavior analysis, game design, tools development, social graph...

2005 ~ 2011

## MOBILE ("GALAKE") FULL STACK SERVICES DEVELOPER & ARCHITECT

*Escapade Française*

- Initiator, architect, developer and technical manager of the only commercial mobile website in Japan (at the time) dedicated to learning French, and officially supported by Docomo, AU and Softbank.
- Used a wide range of technologies, particularly PHP, MySQL, Perl, HTML, JavaScript, CRON jobs, Actionscript...
- The role involved a broad spectrum of responsibilities including : coming up with concepts for new services, designing them (UI/UX), ensuring compatibility across numerous manufacturers, operators, and generations of mobile phones (pre-smartphone) with their various quirks, creating asset-conversion tools, developing mini-games, implementing and maintaining systems, securing and managing operator-provided billing platforms, building back-office, analytics, and customer-support tools, developing custom CMS and mailing systems, automating database backups, and managing development, staging, and production environments...

2005 ~ 2011

## FULL STACK WEB DEVELOPER

*Freelance*

Developed multiple websites and CMS for different clients, international and japanese, with PHP, MySQL, Wordpress, Mambo, Joomla, HTML, JavaScript, CSS.

2001 ~ 2005

## PRODUCTION MANAGER / DB ADMIN / SOFTWARE DEVELOPER / IT SUPPORT

*Mappy (Wanadoo Maps)*

- Responsible of the technical (software and hardware) production flow for virtual visits for Wanadoo, Pages Jaunes and the company's European's subsidiaries.
- Database administrator for those virtual visits (more than 5 million online photos): alphanumeric, photographic and geographic databases.
- Developed and maintained the front-end interfaces: public websites and offline versions for private companies.
- Software development: data processing, conversion tools, geographic applications used by the production teams (map preparation, photo import, project management...).
- System administration of various Windows versions (NT, 2003 Server): user permissions, software and hardware installations and updates, documentation, deployment and backups. Managed remote sites via remote desktop and management tools.
- Regular use of GIS (Geographic Information System) softwares and plugin development.

2000 ~ 2001

## IT TRAINER / IT SPECIALIST

*Desclics*

- Corporate IT Trainer in a professional training center.
- Training center's computers and network maintenance.
- Software development for training center's administration (DBs, scripts, website, Excel flows...)

2000

## IT SPECIALIST

*Cybercafé de Paris*

In charge of a fleet of 35 computers: software and hardware maintenance, network configuration, customer support, design and creation of metro placards, websites creation.

1997 ~ 2000

## IT SPECIALIST

*CROUS de Dijon*

Maintenance of a fleet of 80 computers (PC, Mac, Unix, NT, Novell), users support, user formation, tools development, websites creation and maintenance...

1996 ~ 2007

## VISUAL JOCKEY

Live visual performances (video, digital, algorithmics, 3D...) in techno events, clubs, parties. Created the software and content via a large number of technologies and tools.

1995 ~ 1997

## LAWYER UNIVERSITY

1995

## BACCALAUREAT D

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### Personal creations

Over the years I've published several free and commercial video games, a few free board games and hundreds of blog posts.

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### Hobbies and interests

Board games and video games (development and playing), reading (if you don't know Ted Chiang, buy immediately one of his books), psychology, philosophy, Japanese culture (I lived 20 years in Japan...), altered states of consciousness (I can teach you how to conscious-dream), LEGOs, AI, drawing, art.