

VIRTUAL REALITY ENGINEER & GAME PROGRAMMER

Passionate and resourceful, demanding in my work, creative and curious in every project



EXPERIENCE

LEAD DEVELOPER, VR ENGINEER

Cottos Medical, Avrillé | Dec '16 - Feb '19

- C#, Unity3D
- Back-end tools (Unity Editor)
- UI, UX
- Web dev (HTML, CSS, PHP, JS, SQL)
- Mentoring interns and juniors
- Project Management (Wrike)
- Version control (Git, Sourcetree)
- VR project (Vive) for CES '19
- External devices (Arduino, RFID, Serial ports)

JUNIOR PROGRAMMER

Vandal Games, Montreal | Apr '16 - Oct '16

- C#, Unity3D
- Back-end tools (Unity Editor)
- UI, UX
- Networking (WebSocketSharp, SQL)
- Level and Game Design
- Pathfinding, AI

JUNIOR PROGRAMMER – PROJECT MANAGER

LAMPA, Laval | May '15 - Sept '15

- State of the art of technologies in use in the area
- Project Management in an Agile Way, Scrum Board, Sprints, Gantt chart
- Progress meetings with project partners
- Interface and develop (C#, Unity3D) for Kinect and a facial recognition tool, Faceshift
- Back-end tool (C#) with Windows Forms

SKILLS

PROGRAMMING LANGUAGES



SOFTWARES • Unity 3D • Visual Studio • PHP Storm • Gimp

DEVICES • Kinect/Kinect 2 • Oculus/Vive • Leap Motion • Polhemus • Falcon • Arduino

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EDUCATION

MASTER DEGREE 'VIRTUAL AND INNOVATION ENGINEERING'

Arts et Métiers ParisTech | Sept '14 - Oct' 16

- Project Management
- Innovation
- Design
- Real-time 3D (Unity)
- Programming (C#)
- Augmented Reality
- Gesture capture

LICENCE DEGREE 'COMPUTER SCIENCE'

University of Angers | Sept '11 - June '14

SCIENTIFIC BACCALAUREATE 'MATHEMATICS'

Jean Bodin High School | Sept '08 - July '11

LANGUAGES



HOBBIES

I like playing the piano and the guitar, it helps me concentrate and find inspiration. I love going to the cinema, and try to analyze movies. I also love game jams and indie games!