

# Antoine Collot

## Software Engineer

### Education

**2016-2017:** Software engineering, *ESME Sudria (Paris)*  
**2015:** International Semester in software engineering, Griffith College (Dublin)  
**2013-2015:** Engineering school, ESME Sudria (Paris)  
**2012-février 2013 :** CPGE PCSI, lycée Blaise-Pascal (Orsay)  
**2012:** Scientific Baccalaureate with honors, Lycée Fustel de Coulanges(Massy)



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antoinecollot.github.io

### Technical Skills

**Unity**

**C# C++ Qt**

**CG/HLSL Blender**

**Gimp/Photoshop**

**C Première Pro Java**

**Javascript Python Arduino**

**HTML/CSS/PHP After Effect sql**

**Fluent English (TOEIC : 925)**

**Lecturer (Unity)**

### Interests

I'm interested in developing innovative applications and video games.

That's why I studied Unity in addition of my engineering degree.

In my free time I like to work on personal projects and gamejams, play Badminton, hike, play video games competitively, read and video editing.

### Work Experience



**LEAD DEVELOPER**

**Targo / 2021 - 2022**

Development of a documentary in VR for Meta Quest 2.

Architecture, features implementation, shaders development, deadlines/-feasibility estimations, supervision of the development team



**LECTURER**

**ESME Sudria / since 2019**

**ICAN / since 2020**

Unity, algorithm and VR courses in the 4th and 5th years of the ESME Engineering School (Master 1&2) specialized in computer science (AI) and in the ICAN Game Design School.

~120h/year



**XR DEVELOPER**

**XXII / 2019 - 2021**

AR/VR applications development with Unity, mainly job training applications and tools for the industry.



**LEAD DEVELOPER**

**L'Oeil Du Chat / 2017 - 2019**

Application development in innovative marketing. Applications for high Tech media like giant touchscreen and AR or VR headsets, mainly with Unity

Feasibility study and estimates of time.  
Features design.