Noé GUILLAUMIN
Unity AR/VR Developper

Looking for end-of-studies internship from February 2024 for 6 months

Contact

Born : 19/12/1999 - Paris 14e Arr.

Localization : Île-De-France | France

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Education

2022 - 2024
Double diploma :
 - Master of Science
 - IIM Master
IIM Digital School - DVIC / IFT

2019 - 2022
Bachelor
IIM Digital School - Game Programming

2018
BAC STI2D - With mention
Diderot Highschool - Paris 19

Compétences

Unity3D   C#   Draw.io   GitHub

UnrealEngine   Python   Arduino   Vue.JS

- SOLID Programming
- AGILE Methodology
- "Design Thinker" Degree
- Teamwork & autonomous

Hobbies

- Technological Innovations
- Urbanism
- Video Games (play & create)
- Badminton
- Writing

Expériences

2023 *(5 months)*
INRIA - "Rainbow" Team | Rennes - France
Internship : Research Ingenieer

- **Design** & **coding** an **AR & VR application** with **Unity**
  - Code architecture conception
  - Created visual effects
  - Created user interfaces
  - Designed a scientific experiment protocol
  - Participated to researchers conferences

- **The application** will be used to write a **research paper** afterward

2022 *(6 months)*
Farm3 | Paris 5th dist.
Internship : Unity AR/XR Developper for Vertical Farming

- **Design** & **coding an AR & XR application** with **Unity**
  - State of the art of Virtual Reality and Augmented Reality
  - User needs comprehension
  - Prototyping
  - Reworked code architecture
  - Design et implémenting user interfaces
  - Meeting with clients to get feedbacks

2021 *(1 month)*
Facilitess - Sagemcom
Multi-skilled Agent

2018 - 2019
Kelprof
Academic Support

Projets

Technological platform for VR
- **VR Unity Project** based on Doppelmarsh *(MIT Media Lab project)* using **HDRP**
  - Can add sub-projects and handle dependencies
  - Created an immersive UI in a form of a watch to tweak sub-projects parameters
  - Created a Day/Night Cycle
  - A weather system changes the sky from real-time environmental data
  - Created a virtual Keyboard for OpenXR
  - Implemented an olfactive interface to smell odors in VR
  - Implemented a multi-player system

Video Game conception
- "Xenos Heresy" Mobile game made with Unity released on the PlayStore
- "Occultas" Couch game type made with Unity
- Game Jams