

# Antonin Rapini

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## EXPERIENCE

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### Assistant Lecturer

#### University Of Kent

**September 2021 - January 2023, Canterbury, Kent**

Delivered various computer science modules, such as Video Games Development, Foundations of Computing, Algorithms Correctness & Efficiency, Software Development, Software Engineering, Object Oriented Programming to 200+ students included undergraduates and master students. Used my knowledge and passion for the subjects to make complex topics accessible and engaging for students.

### C#/C++ Developer

#### NucleusVR

**September 2018 - September 2019, Lyon, France**

- September 2018 - March 2019 (Internship, On-site): Used Unity to develop a 3D model viewer capable of efficient CAD model loading, achieved through the successful integration of a third-party API. Further enhanced the viewer's functionality and usability by incorporating a CAD data preparation tool using the robust Qt3D library.
- May 2019- September 2019 (Remote): Engineered a 3D object streaming and sharing system to integrate into a multi-user application. This project was pivotal in improving user collaboration and data sharing capabilities. Additionally, I improved the performance and functionality of a pre-existing 3D model viewer using Qt3D, dramatically enhancing its performance and utility for users.

### C#/Unity developer

#### Tectrid

**November 2017 - December 2017, Lyon, France**

- Independently developed a VR sculpting application leveraging the company's proprietary C++ sculpting library, effectively showcasing its potential and capabilities in a real-world application context.
- Successfully integrated the company's product as a Software Development Kit (SDK) into Unity, driving the product's potential for broader usage.

## EDUCATION

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### Advanced Computer Science MSc

University Of Kent • Canterbury, Kent, United Kingdom • 2020

### Epitech Graduate Diploma in Information Technology

Epitech, Paris Graduate School of Digital Innovation • Lyon, Paris • 2021

### Game Design License

Bellecour Ecole • France, Lyon • 2016

## INVOLVEMENT

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### Vice President, President

#### UKC Salsa Society

**September 2021 - September 2023, University Of Kent, Canterbury**

- As Vice president (2021-2022): organised our team of 20+ volunteer teachers (myself included) for our regular classes.
- As President (2022-2023): managed the volunteer committee to ensure the good functioning of our society of 130+ members. Was awarded society by the University's student union.

#### Game Jams

- Participated in multiple interdisciplinary game jams, mainly GGG (Global game jams) as a Unity programmer

## SKILLS

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**Programming Languages:** C#, C++, C, Java, lua, Python, SQL

**Software/Tools:** Unity, Git

**Skills:** AR/VR, Mobile game dev, AI programming, Game design, Optimisation