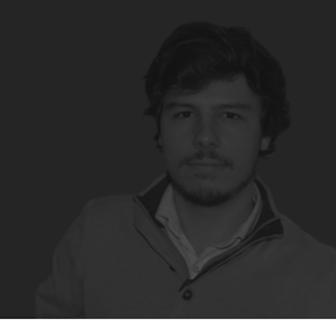
Loïck RIVEMALE UNITY DEVELOPER

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About me

I am a Unity developer based in France where I have been working three years at Airbus Defense & Space.

This experience in the space industry made me rigorous, a good team player and able to work with and manage my own clients in a professionnal manner.

Technical skills

C#
Unity
Windows
Visual Studio
Git
SQLite
C
C++
Linux
Photoshop
Blender

Soft skills

- Team-work
- Adaptability
- Self learner









EDUCATION

Epitech 2013~2018

Toulouse ~ Paris, FR

Expert in information technologies

Saint-Joseph High school 2011~2013

Rodez, FR

Baccalaureate of Sciences and technologies of industry and sustainable development

Beijing Jiaotong 2016~2017

Beijing, CN

Post graduate school of software engineering

PROFESSIONAL EXPERIENCES

Altran at Airbus Defense & Space 07/2017-05/2020

Consultant Unity developer

- Worked on a design software based on unity.
- Took part of software demonstrations to the users.
- Developped specific modules to bring the software in production on various team at Airbus like satellite pre-design tools or "on post" space simulation.

Epitech innovative project 03/2016-02/2018

Windows phone and Unity developer

• Developed a Windows Phone application and a Unity WebGL player for my end of studies project.

VisioPM 04/2016-08/2016

Unity Developer intern

• Worked on rendering tools and a WebGL scene editor tool based on Unity.

Cognitic *09/2014-01/2015*

Unity Developer intern

• Worked on various windows and web applications based on the Windev framework.

LANGUAGES

English Upper intermediate (C1) French Mother tongue

German Basic knowledge Mandarin Basic knowledge