



Valentin Jacquat

Computer Scientist

Future graduate in Computer Science from EPFL. Specialized in signals, images and interfaces. Passionate about game development, computer graphics and virtual reality.



Switzerland

SKILLS

C++

C#

Python

Java

Scala

JavaScript

CI

Git

Scrum

Unity

LANGUAGES

French

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency

German

Limited Working Proficiency

INTERESTS

3D modeling

Music

Video games

Animation

EDUCATION

Master

EPFL

09/2019 - 04/2022

Courses and related projects

- Semester project
 - Development in Unity and research study on cybersickness
 - Complete ray tracer in C++
 - VR game for Oculus Quest in Unity
 - Recommender system in Python
- Advanced Computer Graphics
- Virtual Reality
- Machine Learning

Bachelor

EPFL

09/2014 - 07/2019

Bachelor project

- Isohedra tilings generator and visualizer in C++

WORK EXPERIENCE

Master project internship

Artanim

10/2021 - 04/2022

Meyrin, Switzerland

Achievements/Tasks

- Research project on character animation techniques for VR
- Developed a multiplayer VR experience with Unity
- Conducted an experimental study on real subjects

Software Engineer internship

Eyeware Tech

02/2021 - 08/2021

Martigny, Switzerland

Achievements/Tasks

- Developed an eye tracking SDK for Unity
- Developed eye tracking interactions

PERSONAL PROJECTS

Creating a multiplayer first-person shooter game with Unity (11/2021 - Present)

- Working on a sci-fi multiplayer FPS game with Unity.

Java teaching assistant (02/2019 - 02/2021)

- Online teaching assistant for EPFL Java courses on Coursera.

Created a browser mini-game (03/2020 - 04/2020)

- Created and deployed a JavaScript mini game to play with friends during COVID-19 lockdown.

Created a business website (03/2019 - 06/2019)

- Created and deployed a website for a local business.

Created procedural animations in Java (02/2019 - Present)

- Created short 2D and 3D animations in Java with Processing.