



Marine Dunstetter

Frontend developer (Web apps, gamification)

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Troyes, France

Videogame Director Game Art and Management -
SUPINFOGAME - Aulnoy-lez-Valenciennes (2011-2013)

DUT Informatique - IUT Charlemagne (Université Nancy 2) -
Nancy (2009-2011)

UKG (PEOPLEDOT) - Software engineer (2017, current position)

Formidable & JS Tribe Bear the frontend codebase and documentation of a powerful app to create and fill dynamic forms with Ember JS,
Improve, maintain and test the existing project, onboard newcomers,
Help Product owner and UX designers to design and prioritize new features,
Share knowledge and code around company's products and Ember apps,
Work with other teams on cross-topics to improve global user experience

FREMEN CORP - Gameplay/Engine developer (2013-2017)

SG energy EnergyCat (Europe) & EcoSmart (EDF), make energy savings at home

Linky (EDF) Play Linky and learn how to recognize "energivorous" objects

Imagana (Formagraph) Help people with literacy problems

Esprit de Service (AXA) Dialogues game to work on customer relationship

Homeplay (Ecometering) Centralise smart devices of the house

INTERNSHIPS : Formagraph (2013), Vescape GmbH (2012), INRIA Grand-Est (2011)

Development

Web apps, Game engines
Javascript, Ember JS, C# (Unity)
Python (Django), Deployment, CircleCI
Accessibility, HTML, Sass, Markdown
Translations process, Crowdin

Team work

Code review, mentoring,
writing and presentation skills,
Organization skills,
Git, JIRA / Trello, Miro

Art & Game design

Writer (fantasy, young adult)
3D, Image composition, 2D animation
GD document, LD, Playtests



I like

- Being involved in the project's design
- Turning needs into a logical code
- Defining the architecture of the project
- Making durable & reusable the technologies I develop
- Being in touch with UX designers and testers



I like a little less

- Participating in a project closure without any work on its design
- Performing backend tasks unrelated to the user experience