



FABIEN CHEFTEL

UNITY DEVELOPER

[linkedin.com/in/fabiencheftel](https://www.linkedin.com/in/fabiencheftel)

f.cheftel@gmail.com

+33 7 82 33 88 35

TECHNICAL SKILLS

Tools

Unity3D	Advanced
Visual Studio	Intermediate
Android Studio	Intermediate
GitHub	Intermediate
Adobe Photostop	Novice
MySQL	Novice

Programming

C#	Advanced
C++	Intermediate
Java	Intermediate
XML	Intermediate
SQL	Novice
C	Novice
Python	Novice

Operating systems

Windows	Advanced
Linux	Intermediate

Novice - Intermediate - Advanced - Expert

WORK EXPERIENCES

April 2018 - October 2019 (1 year 6 month)

Unity developer - Tiledmedia (Rotterdam, Netherlands)

Developing a VR 360 degree streaming cross-platform application. Compatible with more than 8 different devices and 5 different API. Unity 3D (C#), on Android, iOS and Windows system.

March 2016- February 2018 (2 years)

Epitech Innovative Project (School project)

Team leader.
Web/Mobile solution.
Android Studio (Java).

September 2017 - February 2018 (6 months)

Internship - Actimage (Paris, France)

Augmented/Mixed reality development.
Microsoft Hololens Technology.
Unity 3D (C#).

April 2016 - August 2016 (5 months)

Internship - Mews Partners (Toulouse, France)

Web intranet, Microsoft Office add-in.
Visual Studio (C#, VBA), Microsoft SQL Server, Microsoft Office.

EDUCATION

2016 - 2018

Master degree level of expert
in information technology

EPITECH - European
Institute of Technology.

2016 - 2017

Computer Sciences

Chung Ang University, Seoul
(Republic of Korea).

2013 - 2016

Bachelor of expert
in information technology

EPITECH - European
Institute of Technology.

2010 - 2013

Baccalaureate in
Engineer sciences

Charles de Gaulle
High school, (Toulouse, France).

LANGUAGES

FRENCH

Mother tongue

ENGLISH

Upper Intermediate (B2)

SPANISH

Basic knowledges

ABOUT ME ...

I'm 24, currently a Unity developer, graduated from Epitech school (European Institute of technology).

My strength are programming, project design and english language.

I've been working on several IT projects:

- VR apps, Windows software, mobile apps (Android native),
Video games (Unity3D, C++ OpenGL, SDL, etc.).

My school curriculum included various modules to expand my knowledge on others subject such as computer law or marketing.

About my personality, people describes me as someone motivated, a hard worker with a constant rigor.

HOBBIES



Video games

Unity 3D development
Global game jam.



Travel

Japan, Germany,
Thailand, Laos, Vietnam,
South Korea, Netherlands,
Italy, Spain.



Sports

Basket Ball, gym,
swimming, trekking, etc.



Music

Computer music (DAW).