Nino Masseteau

Engine & game developer

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Engine and game developer with experience working on simulation. Comfortable with rendering, gameplay in Unity C# and Unreal engine C++ & blueprint, and enjoy physics calculations and animation programming.

🧠 Skills

Game dev specialities
Simulation / Rendering
Tech Art

Versioning
Git / Perforce

Programing languages
C++ / C# / C / Python

Graphical Libraries
OpenGL / Vulkan

Engines
Unity / Unreal 4 & 5

💼 Experience

R&D Developer and Gameplay programmer, *Bright*   — Mar 2025 – Nov 2025, Paris, France
Worked on a mobile game named Jolibrain on Unity
Developed tools and made a lot of optimisations
Also worked on a side project for the studio for Meta Quest 2.

Unreal Engine developer internship, *Côte D'Azur University*   — Oct 2023 – Jul 2024, Nice, France
Research on air and sound polution.
Developed a polution simulation and rendering software,
Leading the project along with a 3D artist intern.

📁 Projects

Escape Atlantis, *VR Game*   — Oct 2024 – May 2025
Creation of a VR horror game.
I mainly worked on the tech art part, animation programming and rendering optimisation and made the build pipeline for meta quest 2 VR headset.

Motion capture in Unity, *Personal project*   — 2024
Creation of a motion capture tool on Unity, inspired existing by VTubing tool

🎓 Education

Master' degree in game programming, *Isart digital*   — 2021 – 2026, Paris, France
School of video games & 3D films.

🌐 Languages

French
Native

English
Professional proficiency

Spanish
Basic working knowledge

Japanese
Basic knowledge

🎸 Hobbies

Sciences
Astronomy, Physic and programming

Sports
Artistic fencing, snowboard, climbing

Games
Strategy, gestion, trading card games and tabletop RPG