

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

Programing languages

C++ / C# / C / Python

Engines

Unity / Unreal 4 & 5

Versioning

Git / Perforce

Graphical Libraries

OpenGL / Vulkan

Experience

R&D Developer and Gameplay programmer, *Bright*

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.

Mar 2025 – Aug 2025
Paris, France

Unreal Engine developer internship, *Côte D'Azur University*

Research on air and sound pollution.
Developed a pollution simulation and rendering software,
Leading the project along with a 3D artist intern.

Oct 2023 – Jul 2024
Nice, France

Projects

Escape Atlantis, *VR Game*

Current creation of a VR horror game.
I mainly work on the tech art part, currently work on animation programming.

Oct 2024 – May 2025

Motion capture in Unity, *Personal project*

Creation of a motion capture tool on Unity, inspired existing by VTubing tool

2024

Education

Master' degree in game programming, *Isart digital*

School of video games & 3D films.

2021 – 2026
Paris, France

Languages

French

Native

English

Professional
proficiency

Spanish

Basic working
knowledge

Japanese

Basic knowledge

Hobbies

Sciences

Astronomy and programming

Sports

Competitive handball,
snowboard, climbing

Games

Video games and tabletop RPG