Contact

streeeloi@gmail.com

www.linkedin.com/in/eloistree
(LinkedIn)

github.com/eloistree (Personal)

eloistree.page.link/discord
(Personal)

Top Skills

Lynx R1

Quest 3

Unity3D

Certifications

Java Standard Edition 6 Programmer
Certified Professional Exam

2 x 5 months of learning the basic of
video game and transmedia gaming
at Technocité

Éloi Strée

Teacher: Unity3D, Lynx R1, Quest3, QA Automation
Ferrières, Walloon Region, Belgium

Summary

Unity3D developer, it has been my hobby since the Oculus DK1 in
2013 with SMartBE. I offer my services to create toolboxes, provide
Unity3D teaching, and work on projects that require me for less
than 4 weeks of production time. My objectives for 2024-2026 are to
focus my work on the Lynx R1, Quest 3, and the new Vive Tracker
while building a QA testing software called Open Macro Input for the
industry.

My Discord to contact me: https://eloistree.github.io/r/discord
My projects landing page to follow me: https://github.com/eloistree
Support / Download my work: https://eloistree.github.io/r/tipeee

Teaching:
- What can I teach? https://github.com/EloiStree/
HelloEloiTeachingModule
- What have I been teaching? https://github.com/EloiStree/Teaching

May the code be with you.

Experience

Eloi Lab
9 years 2 months

Software developer of Hello RC
October 2023 - Present (5 months)
Brabant Wallon, Région wallonne, Belgique

Design a massive multiplayer game to learn code with remote-controlled
drones for students and kids that can be observed in XR and played using any
code or any game engine.

Hackathon & Game jam coach
January 2015 - Present (9 years 2 months)
Bélgique

Hackathon and game jam are one of my favorite kinds of events. At around 80+ hack/jam, I go there as a coach from time to time. You are more than welcome to contact me if you want to invite me.

Why do I do them? Meet people, learn new skills, be aware of what is new in the tech industry, practice, experiment, learn outside your boundary, learn from and with others, make connections, have a break from life, and enjoy a good time while coding.

These events for me are like a temporal bubble where for a weekend everything stops, and you can enjoy a quick creative jam session with strangers.

The question is more about why not go to them .

Work for companies
January 2015 - September 2022 (7 years 9 months)
Belgique

Outside of my career of freelance, I worked for several companies during 4-8 months: Fishing Cactus, Ouat, ActiveMe, Molengeek.
That is not a way of life for me as developer.
- Good code takes time, a lot's of time. Companies don't have that.
- Companies are full of NDA and private code. That a "Big no" for me.

Open Macro Input
Software developer of OMI
January 2019 - Present (5 years 2 months)
Belgique

OMI is a software to handle macro, bots from key simulation and remapping tools. The topic of the project is to "Ease the communication between humans and machines by crafting open common grounds".

Eloi Experiments
Unity VR Developper since Oculus DK1
March 2014 - Present (10 years)
Belgique

I started to work in the video game industry around 2010 and quickly dedicated it to virtual reality the day I bought the Palmer Luckey Oculus DK1. Since them, I do spread freelance contract and teaching around Belgium.

Fishing Cactus

Teaching Unity3D & VR
2015 - 2019 (4 years)
Belgique

It started with a 1-2 hour workshop, then 1 day, then 1 week, then 1 month, then 3 months, then 5 months...
I really love teaching how to use Unity3D. It is a fun job.
Feel free to contact me if you need someone to teach Unity3D or virtual reality for a couple of days.

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