Guillaume MARTINEZ

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EDUCATION

M.Sc Management and Interactive Technologies — Laval, FRANCE
Laval Virtual Center - Arts et Métiers ParisTech — *Sept. 2020 – Mar. 2021*
- Relevant classes : Virtual/Augmented Reality, Management, User Experience, Research Protocol

M.Eng Mechanical Engineering — Cluny, FRANCE
Arts et Métiers ParisTech - Engineering School — *Sept. 2018 – Sept. 2020*
- Relevant classes : Team Management, Project Management

NON PROFIT EXPERIENCE

Associative Representative — Sept. 2018 – Present
Arts et Métiers ParisTech — *Cluny, FRANCE*
- Leading associative role
- Missions include : social monitoring, conflict prevention, crisis management, guarantor of the student life quality

Industrial Internship — July 2019
EUROCAST Aluminium Foundry — *Lyon, FRANCE*
- Worked as a factory worker for a month, sorting and ensuring the quality of the parts produced
- Wrote job descriptions for new production lines

OPTIM - Cordée de la Réussite — Sept. 2018 – June 2019
Arts et Métier ParisTech — *Cluny, FRANCE*
- Academic support and counseling for 14y/o students

PROJECTS

Details and pictures of every project are available on my Online Portfolio at Estrambord.github.io/Portfolio.

See the Unseeable - partnership with MANN+HUMMEL | *Unity3D, Oculus Quest* Dec. 2020 – March 2021
- Created a promotional application in VR for an upcoming product
- Explored methods to represent particle flux in a ventilated room
- Conducted a study on what representation worked best for promotional purposes

Star Wars Droid - Realtime 3D | *3ds Max, Substance Painter/Alchemist, Unity3D HDRP* Oct. – Nov. 2020
- Modeled and textured a droid and a spaceship room, and learned how to use modelling and texturing softwares
- Used Unity High Definition Render Pipeline (HDRP) to create a realistic scene in realtime 3D, suitable for VR use

Kinect Sense Game | *Unity3D, Kinect v2* Jan. 2021
- Worked as a team of 5 to create a multisensorial experience using a Kinect device
- Conducted a User Experience (UX) study halfway through the project to improve the game by adding challenges to the less enjoyable roles

Securing a Flowforming Machine — Sept. 2019 – June 2020
- Studied electrical safety standards to create a new safe electrical architecture by choosing up-to-date components and sizing them according to the power of the machine
- Dismantled old electronic circuits and built a new electrical cabinet and an operating console

SKILLS

Languages : C#, Python (academical use), SQL
Toolkits : Unity3D, Visual Studio, Arduino
Softwares : Autodesk 3ds Max, Catia v5/6, Substance Painter, Substance Alchemist
Hardwares : HTC Vive, Magic Leap, Kinect v2
Developer Tools : GitHub
Soft Skills : passionate and enthusiastic, good team skills, strong leadership, adaptability