Sebastien Decuyper - CV

📧 seb.decuyper@gmail.com

📞 +33 6 35 40 42 59

🌐 sebdec.net

\# GitHub

🐦 @GlaasGD

🔗 LinkedIn

🎮 Itch.io

🗣️ Languages

English
- Fluent

French
- Native speaker

German
- Basic

👨‍💻 Work experience

🖥️ VR / AR Lead developer

relative.berlin – 2022 - Berlin, DE

Main developer on two different projects, AR and VR. Both are showcased on my portfolio.

- 🔗 VR - Firefighting
- 🔗 AR - SafePassenger

Under the supervision of the project lead, we made two projects designed to be showcases for innovations presented at the BMBF-Innovationsforum "Zivile Sicherheit" 2022.

Alone at first, I was joined mid-way through development by a 3D artist and a sound designer, and was responsible for overseeing their work.

Except for asset production, I was responsible for every aspect of production, from prototyping to shipping.

📖 Student Assistant (Studentische Hilfskraft)

University of Europe for Applied Sciences – 2021-2022 - Berlin, DE

Various duties to help the Game Design department of the university

- Creating Unity templates for students
- Event management
- IT
- Miscellaneous tasks

📞 Call Center

Astus inc. - 2018 - Lyon, FR

Open-space telephone operator, troubleshooting for business and private customers, crisis management, etc.

🗣️ Coordinator - CLC Linguistic trips

CLC - Club Langues et Civilisations - 2019 - Plymouth, UK

In charge of the entire stay with three assistants under my command. For two weeks in Plymouth, UK, we supervised 40 children and guided them through different activities every day.

🚸 High School Assistant

COLLEGE ALAIN 2017-2018 - Saint-Fons, FR

Lycée du Parc Chabrières 2016-2017 - Oullins, FR

Management of students, supervision, administrative work, archiving, educational support in priority areas.

🏠 Civic Service - Book Ambassador

AFEV (Association de la Fondation Étudiante pour la Ville) - 2018-2019 - Lyon, FR

Work with young children (elementary and kindergarten level), to familiarize them with books. Position at the crossroads between librarian and event organizer.

📖 Student Assistant (Vacataire Université)

Université Lumiere Lyon 2 - 2016-2017, Bron, FR

Organizational and communication work, help with the organization of the university, redirection and help for students and their families.

📖 Education

Game Design Bachelor

University of Europe for Applied Sciences - 2020 - ongoing - Berlin, DE

- **Student representative**

Modern Literature Bachelor (*License Lettres Modernes*)

Université Lumière Lyon 2 - 2015-2018 - Bron, FR

Metallic Structures Professional Degree (*Baccalauréat professionnel, Ouvrage du bâtiment - Métallerie)*

Ecole Maurice La Mache - 2013-2015 - Lyon, FR

- **Student representative**

Blacksmithing degree (CAP Ferronnerie d'Art)

Lycée des métiers d'art Georges Guynemer - 2011-2013 - Uzes, FR

Game Design Bachelor

Bellecour Ecole - 2019 - Lyon, FR (unfinished because of relocating)

- **Student representative**

🛠️ Technical Skills

💻 Skills

- Tool development and extending Unity
- Gameplay programming
- Task automation
- Shader programming
- Code and data architecting

🛠️ Tools

- Main

Unity, Visual Studio Code, Git, Blender, Photoshop, Premiere, Substance, Aseprite, Notion

- Secondary

Unreal Engine, Maya, ZBrush, Adobe Audition, After Effects, Godot, Pixel FX Designer

#️⃣ Programing languages

- C# - Main language, high proficiency
- HLSL - Between beginner and intermediate
- C++ - Basics
- Rust - Basics
- Javascript - When I have to, for web-related projects

💻 Main Technologies

Unity, Git, AR & VR, CLI