Julien Rippstein

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📅 29-10-1992

🪪 Permis B

📞 06 50 50 5093 00

🖥 Informatique

C#, C++, Python

Unreal Engine 4

Unity

A Languages

English : Fluent

Spanish : Fluent

🌎 Travel

Stay : Colombia, France, Sénégal

Travel : Canada, Spain, United States, Galápagos, Mauritania, Mali, Switherland,…

👥 Centres d'intérêts

Sport : swimming, footing

Hobby : Travel, books, movies

⭐ Social Network

🐙 JRippy

💬 jul_rippstein

in julien-rippstein

Déveloper AR/VR

Diplomas and Training

De 2018 à 2020 **MASTER TECHNICAL DIRECTOR IN VIDEO GAMES & SPECIAL EFFECTS**

ArtFx-Montpellier Higher School of Special Effects and 3D Animation Cinema Montpellier, France

De 2010 à 2013 **Bachelor of Science in Computer Science: Assistant Project Manager in Computer Science**

Computer science institute in Montpellier II Montpellier France

Experiences AR/VR

Since June 2019 **Intership**

Wellapy Montpellier

Implementation of security, creation of plugins, user management, formula management and update management for a Virtual Reality game(ue4).

From 2018 to 2020 **Student**

Artfx Montpellier

- JR_Hub : VR interactions and physics (unity)
- VR Camera recorder : Recording and export of camera movements
- Ichor : Spawn system in military formation, enemy focus with priority (ue4).

2017 **Mobile développer**

ACCENTURE TECHNOLOGY SOLUTIONS Paris

Implementation of a mobile OCR with Google Vision on Android Studio. Team of 2 people.

Experiences professionnelles

De 2017 à 2018 **Analyst Developer**
Ausy Sèvres, France

De 2014 à 2017 **Analyst Developer**
ACCENTURE TECHNOLOGY SOLUTIONS Paris

Game Jam

- ArtFX2020: BloodPressureDefense, logistics of enemy waves (unity).
- CNRS 2020: Gameplay programmer on the Bin Saver game (UE4)
- SummerJam 2020: Test and debugge of the game system on SpaceSlingShot (ue4).
- Global Game Jam 2019: Gameplay programmer on the Space Monkey game (UE4)
- Montpellier en Lumière 2018: Gameplay program on the game Heisei (Unity)

Skills

- Programming : Android, C/C++/C# ; Java/J2EE, IOS, Python
- Web: Angular JS, Extjs Bootstrap, React
- Version management : Git
- Data base: NoSQL (CouchDB, Firebase); SQL (MySQL, PostgreSQL)