

Seasoned Unity developer with a passion for innovation and new technologies. Proven leader in fast-paced startups, delivering scalable multiplayer systems and Web3 solutions. 20-year skateboarder with a French Championship qualification, embodying resilience, discipline, and growth mindset.

## EDUCATION

Master's Degree Software Engineering

University of Strasbourg, France2017

- Developed advanced skills in software engineering and knowledge management, **graduated with honors**.
- Hands-on experience during two years of alternance (work-study)

Computer Science Degree

University of Strasbourg, France2015

- Built a strong foundation in computer science, programming, algorithms, data structures, 3D graphics and network fundamentals.

## SKILLS

### Programming Languages

C#●●●●●

TS/JS●●●●●

C++/Java●●●●○

Python●●●●○

### Game Development

Unity 3D●●●●●

iOS/Android●●●●●

Mobile Optimization●●●●●

Multiplayer●●●●○

ECS/DOTS●●●●○

### Fullstack & Web3

Firebase●●●●○

React/Next●●●●○

Blockchain●●●●○

NFTs●●●●○

## OTHERS

Fluent:

Notions:

20-year skateboarder; French Championship 2024 qualifier, athletic lifestyle

Growth mindset: Continuous learning via podcasts, audiobooks, and prototyping

Content Creation: Youtube channel with Unity tutorials and Skateboarding vlogs

French, English

German, Spanish

## PROFESSIONAL EXPERIENCES

Lead Unity & Full-Stack Developer - YourArt

Feb 2024 - Jun 2024

Unity WebGL virtual galleries and full-stack development for an art platform.

- Optimized Unity WebGL, cut build sizes by 50%, loading times by 70%.
- Refactored codebase with SOLID/DRY, merging two projects for faster feature deployment.
- Upgraded Python backend API (authentication, search, admin) and added JS/TS frontend features (navbar, artworks, user pages).

Lead Unity Developer - Yumon

Apr 2023 - Sep 2023

Led Unity development for a Play-to-Earn startup game with NFT avatars.

- Launched Play-To-Earn multiplayer game in 3 months with NFTs and leaderboards.
- Created SDK with doc for third-party integration, enabling a new gameplay launch in one week.
- Developed novel mobile web3 social login compliant with App Store guidelines.

Chief Technology Officer - CARFT

Mar 2022 - Apr 2023

Built and led the tech for an NFT car collectibles game with multiplayer features, and real-world prize incentives.

- Rebuilt a Unity prototype into a robust system, mastering full stack, multiplayer and Web3 technologies from scratch.
- Established workflows and managed projects via Notion, mentoring 5 juniors in Unity.
- Collaborated with CEO on strategy, roadmap, promoting at car and gaming events.
- Developed tools for multiplayer, NFTs, and Smart Contracts; created Proof-of-Concepts in React, Angular, Firebase, Flutter, PlayFab, and Web3.

Gameplay Programmer - Ubisoft (Ketchapp)

Feb 2019 - Nov 2019

Early member in Ubisoft's Ketchapp, built hyper-casual mobile games.

- Shipped 15+ ultra-casual Unity prototypes in 1-2 weeks, testing KPIs with ad campaigns
- Handled SDK integrations, ad networks, and analytics for soft launches and releases.
- Wrote reusable code and adopted new Unity tools weekly, contributing to team brainstorming.

Game Developer - Celsius Online

Apr 2018 - Jan 2019

Enhanced live mobile games with 10M+ downloads.

- Added features to Mutants: Genetic Gladiators in a large codebase (C++, ActionScript, C#).
- Updated iOS SDK for iPhone X and fixed a critical PvP cheat bug in Primal Legends (NodeJS).

Independent Game Developer - Bretzel Studio

Nov 2019 - Present

Runs indie game studio with 20+ published titles, content creation & contract work.

- Teach project-based Unity curriculum at Futurae Private School (Jan-Mar 2025)
- Launched Dogecoin To The Moon (2021), 20K downloads, 4.9 stars organically.
- Qualified for 2024 French Skateboarding Championship, building resilience and discipline.
- Enhanced AI for Spoon.ai (2021), prototyped Goal-Oriented Action Planning.
- Prototyped hyper-casual games with Voodoo and Homa Games (2019-2022), iterating with new tools for skill growth (DOTS, Web3).
- Created Rody Collection (2015-2018), a Unity remake of Atari ST's Rody & Mastico, featured by YouTuber Benzaie on Twitch/YouTube with 800K+ views