Adrien Roussel

■ Unity C# Developper
Front-End Developper

📍 Villeurbanne, France

EDUCATION

Course
Licence Web developement and Mobile
2017 – 2018
University of Annecy / Université Savoie MontBlanc

Course
DUT Génie Électrique et Informatique Industrielle
2014 – 2017
University of Annecy / Université Savoie MontBlanc

SKILLS

- Unity
- C#
- HTML / CSS
- Javascript / Vue.JS / React
- Php / MySQL
- Git / GitLab / GitHub
- Figma
- ChatGPT
- VSCode / Visual Studio
- AI Programming
- UX/UI Integration
- Sound Design
- 2D Animation

EXPERTISE

Languages

- English – B2
- French – Native

PERSONALITY

- Friendly
- Open-minded
- Goal-oriented
- Leader
- Team player

INTERESTS

- Video games
- Music
- Art
- Anime
- Role play games

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PROFILE

Over the past six years, I have honed and strengthened my programming skills, refined my working methodology, and developed strong teamwork and communication abilities. These experiences have prepared me to seamlessly integrate into any development team

EXPERIENCE

Unity/Fullstack Web Developper

Axxone System, France   2019 – 2025

When I was hired at Axxone System, I was tasked with creating this 3D viewer entirely from scratch. I faced numerous technical and algorithmic challenges but ultimately delivered the tool on the AxeoBIM platform by the end of 2023, following several years of development.

- **Unity C# & WebGL Development** – Designed and implemented an interactive 3D viewer for BIM document management, optimizing rendering performance for WebGL.
- **Full-Stack Web Development (Vue.js, React, PHP, MySQL)** – Built and maintained a seamless backend/frontend architecture
- **BIM Data Integration** – Developed features for handling and displaying complex BIM models

Unity Lead Tech Developper

Geaiminn, France   2021 – 2023

Broken Alchemy is a humorous visual novel where you play Alan Bique, an alchemist tasked with taking over his master's alchemy shop.We chose to develop this project because it allowed us to leverage each team member's individual skills to create a project quickly, efficiently, and within a reasonable budget

- **Unity C#** – Development and implementation of game features.
- **UX/UI Integration** – Design and integration of user interfaces for a smooth and intuitive experience.
- **Gameplay Programming** – Development of game mechanics and interactions for optimized playability.

Unity VR Developer

Pyramide Studio, France   2018 – 2019

Antarctica Origins immerses players in a 40-minute adventure exploring a mysterious underground temple in Antarctica, filled with puzzles and terrifying creatures.This was my first experience in game development overall, and starting with VR was both challenging and rewarding.

- **Unity VR Development** – Designed and implemented immersive VR mechanics.
- **AI Programming** – Developed intelligent NPC behaviors and decision-making systems to enhance player interaction.
- **VR Input System** – Integrated and optimized motion controls, hand tracking, and interactive elements for an intuitive user experience.
- **3D Environment Optimization** – Enhanced performance by reducing draw calls, optimizing assets, and implementing LOD techniques for smooth VR rendering.

Unity 3D Developer

Freelance, France   2020 – 2024

Developed the prototype of Saltenpepper, a turn-based roguelike RPG, using Unity.
Implemented tactical combat mechanics and recipe-based damage system.
Optimized gameplay features for a seamless and engaging player experience.
Collaborated with a creative team to bring an innovative concept to life.

- **UI Integration & Camera Programming** – Designed and implemented dynamic UI elements and custom camera systems for an intuitive player experience.
- **Procedural Room Generation** – Developed algorithms to generate diverse and replayable game environments.
- **Turn-Based Combat System** – Engineered mechanics for strategic, recipe-based attacks in a roguelike setting.
- **Game Optimization & Performance** – Improved gameplay fluidity and responsiveness through efficient coding practices.