Adrien Roussel

Unity C# Developper
Vue.JS Developper
Project Manager

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
- 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

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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

- 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, 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

- Unity C#
- UX/UI Integration
- Gameplay programmer

Unity VR Developer

Pyramide Studio, France   2018 – 2019

- 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

- 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.