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#
- Programmation d'IA
- Intégration UX/UI
- VSCode / Visual Studio
- Git / GitLab / GitHub
- Figma
- ChatGPT
- Php / MySQL
- Animation 2D
- Javascript / Vue.JS / React
- Conception de musique
- HTML/CSS

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

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

I was responsible for the development of Broken Alchemy, building the entire game from the ground up. I handled all aspects of programming, including gameplay mechanics, UI implementation, and system optimization. Despite the challenges of solo development, I successfully delivered a fully functional and polished game within the project's constraints.

- **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

I was in charge of developing Antarctica Origins, a VR adventure game. As my first experience in game development, I built the entire game from scratch, handling mechanics, interactions, and VR optimizations. Working with VR for the first time brought its share of challenges, but it was also a great learning opportunity that allowed me to create a fully immersive and well-optimized experience.

- **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.