Sebastien Kerbrat

Game developer

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Portfolio http://lesphax.github.io/

Education

2011 – September 2016 - Master of Computer Science specialized in Human Computer Interaction (Toulouse, Paul Sabatier)

5th year project: Prototyping the future of video consumption (4 team members, 100h, Unity C#)

- Conducted a complete UX design cycle, from research and brainstorming to prototyping and user tests.
- Designed and prototyped a new way to search movies and to watch interactive videos.
- Created a user interface with parallax scrolling and animated transitions, supporting several types of remote controls.

4th year project: Fly Higher, an educational video-game for young children (4 team members, 100h, Unity C#)

- Created two mini-games, the UI, the structure of the game, the saving and translation modules.
- Researched educational entertainment and wrote a small paper about it.
- Organized and conducted play tests with primary school children.

Experience

UX Design Intern at CityMeo (March 2016 – September 2016)
Project: Analyzing and improving the usability of a web application (HTML, CSS, JavaScript, Django, Python)

- Designed, wireframed and participated to the implementation of new functionalities on a web application.
- Reported usability problems and bugs on the application and corrected some of them directly.
- Conducted interviews with users to get feedback on the application and created user personas.

Software development intern in the IRIT ICS Team (May 2015 – August 2015)
Project: Development of a tablet application platform in an environment of helicopter cockpits (Java, **Petri nets/ICO**)

- Created a Java API to allow several Petri net based applications to communicate in TCP.
- Created a small user manual and multiple diagrams to document my application.

Personal projects with Unity

Subject 4087 (April 2016 – in progress) – 50h
A puzzle game that I am creating with two friends, I am responsible for the game development and level design.

- Implemented the gameplay using C# events, state machines and the Command pattern.
- Created a level editor and a system to retrieve logs when testing with players.

Gesture recognition (June 2016 –July 2016) – 50h
Using a Leap Motion to save and recognize gestures

- Gathered and serialized interesting data from the Leap Motion
- Researched and tested of several machine learning algorithms (HMM, HCRF, DTW)

Famine (June 2015 – September 2015) – 50h
A multiplayer strategy game in a medieval setting, I developed this alone.

- Learned to use the Photon Network asset with remote procedure calls.
- Used the Observable and Strategy patterns to update resources and job counters.

Other

Hobbies: Theatrical improvisation, Video Games
Languages: French native, English highly proficient, Spanish basic

You can play or see the code of my projects on my portfolio website:
lesphax.github.io/