

---

## Education

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

**5<sup>th</sup> year project:** Prototyping the future of video consumption (4 team members, Unity C#)

- Created a user interface with parallax scrolling and animated transitions, supporting several types of remote control.
- Conducted a complete UX design cycle, from research and brainstorming to prototyping and user tests.

**4<sup>th</sup> year project:** Fly Higher, an educational video-game for young children (4 team members, 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 SaaS 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 an API to allow several Petri net base applications to communicate.
- Created a small user manual and multiple diagrams to document my application.

---

## Personal projects with Unity

**Subject 4087** (April 2016 – in progress)

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.

**HoverLike** (January 2016 – April 2016)

A multiplayer game copying the Starcraft II mod Hover, I worked on it on my own.

- Synchronized the movements and state of a bouncing ball on multiple on a client/server architecture.
- Created an RTS like camera and character control, adding the feeling of moving on ice.

**Famine** (June 2015 – September 2015)

A multiplayer strategy game in a medieval setting

- 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 find play or see the code of my projects on my portfolio website:

[lesphax.github.io/](http://lesphax.github.io/)