
Education

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

5th 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.

4th 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/