VIALATTE MARC

3D PROGAMMING STUDENT

CONTACT

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PROFESSIONAL SKILLS

Object-Oriented Programming
C++
C#
Unity
Unreal Engine 4
Python
Java
HTML / CSS

PERSONAL SKILLS

Creativity
Adaptability
Teamwork
Curiosity
Empathy
Motivated

HOBBIES

Paper or video role-playing games (Dungeon & Dragons, Guild Wars 2)

Strategy board games (Warhammer 40k)

Fantasy Literature

Photography

ABOUT ME

20-year-old student passionate about computer science, photography, Ancient Egypt, competitive and/or community video games where I was master of guild (creation and group management, organization of events and activities in game), role-playing games such as Dungeons & Dragons and Fantastic literature.

3D UNITY DEVELOPER

Albyon, 35 Place Bellecour, Lyon (69) | 2020

Apprenticeship Unity 3D Developer
- Development of tools for creating real-time 3D experiments.
- Creation, development and integration of features within a Virtual Reality application.
- Development of tools for creating animation films or FX in 3D pre-calculated.

APRICOT HARVESTER

Summer job, August 2019
- Apricot picking
- Sorting of apricots

EVENT MANAGER IN UNIVERSITY OF INFORMATION TECHNOLOGY

Université Clermont-Auvergne, Le Puy-en-Velay (43) | 2018-2019

Event manager at the student office of the University of Information Technology

BACHELOR'S DEGREE IN COMPUTER SCIENCE

UNIVERSITÉ CLERMONT-AUVERGNE, LE PUY-EN-VELAY (43) | 2020
- Real-time 3D development
- Virtual Reality
- Augmented Reality.

TECHNICAL DIPLOMA IN COMPUTER SCIENCE

UNIVERSITÉ CLERMONT-AUVERGNE, LE PUY-EN-VELAY (43) | 2018-2020
- Object-oriented programming
- Real-time 3D development
- Virtual Reality
- Augmented Reality.

HIGH SCOOL DIPLOMA (BACCALAURÉAT) IN SCIENCES WITH MATHEMATICS SPECIALTY

CITÉ SCOLAIRE DU CHEYLARD, LE CHEYLARD (07) | 2015-2018
Latin Option, with honors