

ARNAUD **MASSON**

Senior Unity Developer



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82 Route de l'église
74910 Bassy - France

[Online portfolio](#)

KNOWLEDGE

Unity 3D, C#/.NET

AR/VR/XR

Reactive Programming (UniRX)

Dependency injection (Zenject)

Multiplayer (Mirror, Netcode)

Performance optimization

GLSL Shaders

NodeJS, PHP

Typescript, Angular, VueJS

Git, Gitflow

Agile methodology

QUALITY

Autonomous

Teamwork

Rigorous

Creative

Curious

LANGUAGES

French (native)

English

EDUCATION

2012

Software designer and
developer degree

AFPA Marseille

2006

Process engineering engineer

Ecole des Mines d'Albi

SKILLS

Technical design

- Analyze needs and propose technical solutions.
- Design interactive experiences (UX).
- Architect complex applications.
- Design databases (SQL/NoSQL).

Development

- Develop interactive AR/VR/XR experiences.
- Maintain and evolve existing applications.
- Test and debug applications.
- Optimize applications for low-end devices.
- Analyze and process user feedback.

Technical lead

- Improve development practices.
- Create tools to facilitate development.
- Manage a multidisciplinary team.
- Write technical documentation and user guides.
- Monitor trends and innovations.

JOB EXPERIENCE

AR, VR & interactive experiences developer

June 2022 - December 2024

Gimbal Cube - 10 to 15 employees - Full remote

Creation of interactive experiences & digital marketing

Fullstack web developer

January 2020 - June 2022

Dæsign - 25 employees - Annecy

eLearning

AR & interactive experiences developer

July 2016 - January 2020

Freelance at the Fullstory collective - 6 freelances - Annecy

Creation of interactive experiences & digital marketing

Fullstack web developer

February 2015 - July 2016

Buzz Brothers - 30 employees - Carouge (Swiss)

Communication agency

Fullstack web developer

September 2013 - February 2015

OzConseil - 20 employees - Annecy

Communication agency

Renewable energy engineer

October 2006 - September 2011

Multiple companies - Large groups to small business