ARNAUD **MASSON**

Senior Unity Developer

☎ +33 6 80 89 70 63
✉ arnmasson@gmail.com
📍 82 Route de l'église
74910 Bassy – France

SKILLS

Technical

Unity 3D
C#/.NET
AR Development
VR/XR Development
Reactive Programming (UniRX)
Dependency injection (Zenject)
Multiplayer (Mirror, Netcode)
Performance optimization
GLSL Shaders
Android: Kotlin
Back: NodeJS, PHP
Front: Typescript, Angular, VueJS
Git, Gitflow & Semantic release

Soft

Project management
Team work
Effective communication
Creativity
Adaptability
Curiosity

LANGUAGE

French (native)
English

EDUCATION

2012

Software designer and developer degree
AFPA Marseille

2006

Process engineering engineer
Ecole des Mines d'Albi

PROFILE

Originally a renewable energy engineer, I transitioned into development in 2012 to better explore my curiosity and creativity. Since then, I've developed a passion for crafting interactive experiences, especially with Unity 3D.

JOB EXPERIENCE

AR, VR & interactive experiences developer
June 2022 - December 2024

Gimbal Cube – Full remote

- Develop interactive experiences, AR, VR, on Unity 3D
- Participate in improving development practices
- Creating tools to facilitate development
- Lead developer up to medium-sized projects

Fullstack web developer
January 2020 – June 2022

Dæsign – Annecy

- Design and create databases, back-end APIs and front-end gameplays for an application for learning mathematics at elementary school.
- Maintain and develop new features for eLearning applications.

AR & interactive experiences developer
Jully 2016 – January 2020

Freelance at Fullstory Collective – Annecy

- Develop interactive experiences, AR, body/face tracking on Unity 3D.
- Develop websites from back to front – Angular, Vuejs, PHP, nodeJS, HTML, SCSS.

Fullstack web developer
February 2015 – Jully 2016

Buzz Brother – Carouge

- Develop websites from back to front – Angular, PHP, nodeJS, HTML, SCSS.

Fullstack web developer
September 2013 – February 2015

OzConseil – Annecy

- Develop websites from back to front – PHP, Wordpress, EzPublish, HTML, SCSS.

Renewable energy engineer
October 2006 – September 2011

Multiple companies

- Create guidelines for connecting renewable energy farms to electric grid.
- Design and conduct solar panel installations.
- R&D soil and waste remediation.