

✉ sebastien.feser@gmail.com
🏠 Chemin de Montelly 16,
1263 Crassier
📅 Date of birth 15/10/1996
🌐 www.sebastienfeser.ch
☎ +41 78 849 10 66

Assets

Motivation

Leadership

Teamwork

Problem-Solving

Languages

French

English

German

Italian

Interests

Piano

Geopolitics

History

World Building

Trekking

Scuba Diving

SEBASTIEN FESER

Gameplay Programmer

Graduated in video game programming, determined to tackle industry challenges with a creative, innovative mindset.

Computer skills

C++

C#

Unity

Git

Blender

SFML

JavaScript

Education

● Bachelor of Science in Games Programming (180 ECTS)

From 2018 to 2023 [SAE Institute](#) Genève, GE, Switzerland

- Foundations of Game Design and Game Production
- Applied Mathematics and Environment Programming
- Network Programming and Tool Development
- Game Optimization, Analysis and Intefacing
- Graphics and Shader Programming for Games
- Custom Game Engine Development
- Bachelor of Science. VR Game with Biofeedback interaction

Work experience

● Web Developer Front & Backend

Since February 2025 [City of Lausanne](#) Lausanne

- Javascript, HTML, CSS, PHP, React.js
- Collaborated in a team environment following SCRUM methodology
- Front-end and back-end development
- Worked with Git

● Gameplay Programmer

Since November 2024 [My Eco Best Friend](#) Switzerland

- Creating games for an association
- Creating a mobile game from scratch with Artists
- Working in teams for various projects

● Developer Internship

February 2024 [Athena Technologies Sàrl](#) Remote

- Help for the development of a web app
- Multiple tests with R Studio
- Communication with team members and addressing their requirements

● Youtube Channel Manager

From September 2019 to December 2020
(Part-Time/Independent) [Genève](#), GE, Switzerland

- Communication with the public
- Adapting to competition
- Adapting to new developments in the field
- Analyzing the data results to improve titles and thumbnail

● Gameplay Programmer

From August 2019 to November 2019 [Les Fondateurs](#) Genève, GE, Switzerland

- Short-term mission to improve the AI of enemies in a mobile game.
- Developing an algorithm to enhance the accuracy and performance of the game.
- Communication with team members and addressing their requirements.