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Git

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Programming



Game engines

Unity ★★★★★
C++/OGL ★★★★★
Unreal 4 ★★★★★

Personnal skills



Languages

French ★★★★★
English ★★★★★

Rémi Soulier

Software Engineer

Work experience

August 2018 -
Now

Software Engineer

3dRudder, Aix-en-Provence, France

- Development of a few mini-games/experiences integrating the 3dRudder SDK, a foot motion controller :
 - A VR arcade mini-game in which you play as a fireman, made with **Unity**, available on **PC** and **PSVR**.
 - A VR experience made with **Unity** in order to explore different motion systems. It comes with a level editor.
 - Rhythm game made with **BabylonJS**. It is playable with foot thanks to the 3dRudder.
 - Tutorial made with **Unity** to introduce every users to the 3dRudder.
- Several **PSVR ports with Unity**, knowledge of **PS4 TRC and publishing process**.
- Work on a Dashboard application for PC written in **C++/Qt and QML**.
- Development of a **plugin for Unity with custom editor** to help 3dRudder integration in this engine.

February 2018 -
August 2018

Unity Developer Intern

3dRudder, Aix-en-Provence, France

- Development of several **Unity/Unreal/C++** samples to help developers with our foot motion controller integration.
- Improvement of an existing **C++/OpenGL** application.
- Integration of the Windows mixed Reality headset into a **Unity** mini-game and **UWP** build.

April 2017 -
August 2017

Software Engineer

Pellenc SA, Pertuis, France

- Compilation and setup of a linux embedded system.
- Batch scripting to update an embedded system by USB.
- C++/Qt and QML** to design an application for this embedded system.
- In a **large scale project**, development of a **C++/Qt user interface** for an embedded system.

Education

2017 - 2018 **Master's Degree in IMAgEs, Games and INtelligent Agents**

University of Montpellier, France

2016 - 2017 **Master's Degree in Computer Science**

Faculty of Sciences of Luminy, France

2015 - 2016 **Three-year university degree in computer science**

Faculty of Sciences of Aix Montperrin, France

2013 - 2015 **Two-year university degree in computer science**

technology of Aix-en-Provence, France

