








## PROFILE

VR Unity Developer with a passion for creating innovative immersive experiences. Solid experience in virtual reality game development. Advanced technical and creative skills.

## CONTACT

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## INTERESTS

Creation of video games on Unity in 3D and 2D

Competitive basketball for 14 years

# Yannig Delorme

DEVELOPER ENGINEER

## DIPLOMAS AND QUALIFICATIONS

**2020-2023 Master's Degree (MSc) in Engineering specializing in Digital Imaging. ESIR Graduate School of Engineering, France.**

**2022-2023 Erasmus - FIB - Barcelona School of Informatics.**

**2018-2019 Rennes 1 University engineering preparatory cycles - ESIR Graduate School of Engineering, Rennes 1 University, France**

## PROFESSIONAL EXPERIENCE

**2023**

**VRAI Studio**

6-month internship

**UNITY DEVELOPER**

- Gameplay mechanics development on different virtual reality projects
- Close collaboration with graphic designers and designers to create attractive environments.
- Performance optimization to ensure a smooth and immersive gaming experience.

**2022**

**Laboratoire INRIA**

2-month internship

**UNITY DEVELOPER**

- Virtual reality research and development on a 'Jeu de Paume' simulation project.
- Mastery of versioning tools such as Git for efficient collaborative work.

**2021**

**HommAR**

2-month internship

**UNITY DEVELOPER**

- Development and modeling of 3D objects on Unity and Blender in order to integrate and animate them in my scenes.

## SKILLS

Unity, C#, Design, Development, Debugging, Documentation, C++, C, Java, Python

### LANGUAGES

French: Native  
English: Full professional competence TOIEC (810)