



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

-  Rennes, France
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-  driver license
-  <https://yannig.github.io/Portfolio/>

SOFT SKILLS

- Oral communication skills
- Collaboration and TeamWork
- Positivity and Enthusiasm
- Management and Organization
- Adaptability and Flexibility

INTERESTS

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

Competitive basketball for 14 years

Yannig Delorme

UNITY DEVELOPER

SKILLS

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

LANGUAGES

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

PROFESSIONAL EXPERIENCE

2023

VRAI Studio

6-month internship
Albi (81)

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
Rennes (35)

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
Valencienne (59)

UNITY DEVELOPER

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

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