



YANNIG DELORME

Looking for Unity developer position in the field of Virtual/Augmented/Mixed reality or Video Games

PROFIL

23 years old french student in computer science

Digital imaging option

Voluntary, creative, sociable

PERSONNAL PROJECTS

Good knowledge of Unity :

- Scaffolding training in Virtual Reality
- Serious Game project (3D underwater)
- Remastering of SpaceInvaders 2D

Also created a minesweeper in Java

CONTACT :

E-mail : yannig.delorme@hotmail.fr

Phone : 0632708840

Live in Rennes (France)

DEVELOPER ENGINEER

PROFESSIONAL EXPERIENCE

Virtual Reality

VRAI Studio | 2023



VRAI STUDIO

- 5 months of developing gameplay mechanics on different virtual reality projects in Internship at Vrai Studio.

INRIA Laboratory | 2022



- 2 month of research in Virtual Reality on real tennis project at INRIA's laboratories in Rennes

HommAR | 2021



- 2 month company discovery internship at HommAR in Valenciennes. I developed and modeled 3D objects on Unity and Blender then I integrated them into scenes.

DIPLOMAS AND QUALIFICATIONS

ESIR Graduate School of Engineering

2020-2023

- Master's Degree (MSc) in Engineering specializing in Digital Imaging. ESIR Graduate School of Engineering, Rennes 1 University, France.



2022

- Erasmus, master 3 in MIRI at the FIB on the UPC campus in Barcelona.

UNIVERSITAT POLITÈCNICA DE CATALUNYA
BARCELONATECH
Facultat d'Informàtica de Barcelona



2018-2020

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

PROFILE

Skills :

Programming Languages :

- Good knowledge of Java, and C++. Base of C, SQL, C#, Python, Scala, HTML, Assembly and MatLab

Languages :

- Native French speaker, English (TOEIC : 810/990) and German (school level).

Interests:

- Creating Video Games on Unity in 3D and 2D

- Sports : BasketBall in competition for 14 years