



Resume

Sylvain Tosoni
France

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[LinkedIn https://www.linkedin.com/in/sylvain-tosoni](https://www.linkedin.com/in/sylvain-tosoni)

[GitHub https://github.com/eVisualUser](https://github.com/eVisualUser)

[GitLab https://gitlab.com/eVisualUser](https://gitlab.com/eVisualUser)

Skills

Game Engines

 Unreal Engine

 Unity

 Godot

Programming Languages


 C/C++

 Python

 Rust

 Lua

 C#


 JavaScript


Tools

 Git

 RenderDoc

 Jetbrain Suite

 Notion

 Visual Studio

 Jira

Bellecour Ecole

Recently completed my bachelor's degree. Over four impactful years, I gained expertise in Unreal Engine, Unity, and Godot, along with project management and programming skills in C#, C/C++, Python, QT, and WPF.

Project: Echoes of Seasons

Final year project, 3D puzzle game, third person controller. Made with Unreal Engine 5.4. In a team of 20 students.

Project: Bellum

2D Top down fighting game, where the project goal was to make a free to play with a simulated shopping system. In a team of 6 students.

Lycée du Nivolet

Studied there for three years to obtain my Professional Baccalaureate of economist of construction. During this I had to do three internship

Internship: BAL Econimist

Economist of the construction, there I estimated cost, calculated structure support, using mostly Archicad.


Internship: Atelier du vieux bourg


Architect, where I did plans in 2D and 3D using Archicad. Also participated to numerous site visit


Internship: DoMo

Project management of constuction, plan making, 3D rennovation modeling using Sketchup.

 French
(Native)

 English
(TOEIC B2)

 Car licence B
(France)

 Motorcycle licence A
(France)