

# Sylvain TOSONI

## Website

<https://evisualuser.github.io/>

## Email

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## GitHub

<https://github.com/eVisualUser>

Interested for long time about Game Engine's, I am always **up-to date** about last features and optimizations. Ready to create systems multi-language (**js, lua, python, C#**). With high optimized systems based on **OpenCL, Vulkan**. Trained for **Multi-Threaded** productions. Tuned about last collaboration tools (**Notion, Git, Figma, Confluence, Grid**), and ready with **AGILE** concepts, I am proficient when it come to work together on a goal. Currently student at **Bellecour Ecole** for a Game Programming Bachelor, learning **Unreal Engine 5, Unity, C#, C/C++, JavaScript**. And next to it I try to create my own Game Engine in **Rust**, to achieve my dream.

## Skills

### Advanced:

- Rust
- C/C++
- CMake
- C#
- Unity
- Unreal Engine

### Proficient:

- OpenCL
- QT
- Python
- Lua
- WGPU

### Developing:

- Godot
- Bevy
- CryEngine
- JavaScript
- Vulkan
- GLSL
- WGSL

## Projects

### Izydor:

Console Game Book wrote in C++ using CMake.

Web Version: <https://evisualuser.github.io/izydor/>

### Candy-Crush Like:

Game based on Candy-Crush.

Work In Progress.

## Studies



From 2021 to Now:

Game Programming Bachelor.

Related skills:

- Unreal Engine 5
- Unity
- C#
- C/C++
- JavaScript

## Languages

- English
- French