

# Resume

Sylvain Tosoni France

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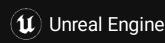
LinkedIn https://www.linkedin.com/in/sylvain-tosoni

GitHub https://github.com/eVisualUser

GitLab https://gitlab.com/eVisualUser

#### Skills

Game Engines







#### Programming Languages







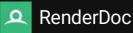




**JavaScript** 

#### **Tools**







Jetbrain Suite





Visual Studio



#### 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 constrution, plan making, 3D rennovation modeling using Sketchup.



