

# Sébastien Poivre (41)

## VR Developer

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### Skills

Unity - Virtual reality - Networking (Photon, ...) - Unity package manager

User experience - VR interaction - pseudo-haptic feedback - accessibility - Dev UX

iOS/watchOS/Swift - Various tech and skills (PHP, Python, sysadmin, MDA, wiki ...)

Agile - Knowledge sharing - Open source - Open innovation - Tech lead

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### Main experiences

#### Orange / VR developer

2017 - Present, Rennes (France)

[Friends Moments](#) (2021): VR multiplayer gaming/social Oculus Quest 2 application. Various games (3D pictonary, chess, darts, ...) ; ping-pong and tennis with homemade lag compensation. Made with Photon networking, and Ready Player Me avatars.

[Orange XR Design system](#) (2021): Unity package manager based networked VR interaction stack ; based on homemade interaction stack, with Input system package and scriptables objects ; Photon or MLAPI network. Available as a private scoped registry

[VR pseudo-haptic force feedback for fencing](#) (2019, personal project): prototype to feel the resistance of a saber they are holding in VR, without dedicated haptic hardware

[Orange VR Collaboration](#) (2017-2020): professional VR collaboration application on Oculus Quest (3D and 2D drawing, miniaturization, agile boards, office decoration, ...).

#### Orange / iOS developer

2009 - 2020, Lannion and Rennes (France)

[TVCommande d'Orange](#) (2013 - 2015): creator/dev/communication/support of a popular (more than 1 million user) TV set-top-boxes remote control application

[Au Petit bonheur la VOD](#) (2016): serendipitously browse VODs in unusual & social ways

[iNoco](#) (2014 - 2018, personal product): access the french TV channel Nolife's VODs

[Radio 140](#) (2014): listen to your Twitter feed "eye-free", played as a radio

[SubtleStudy](#) (2013) : learn foreign languages with synchronized subtitles and dictionaries

#### Orange / Senior developer

2004 - Present, Lannion and Rennes (France)

[Orange Expert Software](#) (2014 - 2019): Member of the internal software expert community (100 people in the Orange group). Leader of mobile and user experience groups. Major contribution in defining software jobs and learning cursus.

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### Education

#### ENSSAT / Diplôme d'ingénieur

2001 - 2004, Lannion (France)

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### Awards

[Orange Bravo 2013](#) - [Primezone Cup 2013](#)