Sébastien Poivre

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 pictionary, 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 hold in VR, without dedicated haptic hardware

Orange VR Collaboration (2017-2020): VR professional collaboration application (3D&2D drawings, miniaturization, agile boards, office decorations,…). Discord bot auth

Orange / iOS developer
2009 - 2020, Lannion and Rennes (France)

TVCommande d'Orange (2013 - 2015): creator/dev/communication/support/backend of a popular (more than 1 million user) TV set-top-box 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, logiciel et systèmes informatiques
2001 - 2004, Lannion (France)

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Awards

Orange Bravo 2013 - Primezone Cup 2013 - Orange Innovation Cup 2022