

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

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.

Education

ENSSAT / Diplôme d'ingénieur

2001 - 2004, Lannion (France)

Awards

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