Sarah Frémann I Developer I Programmer

✉ sarah.fremann@gmail.com I 💼 linkedin.com/in/sarah-fremann
🌐 sfremann.github.io/portfolio I ⭘ github.com/sfremann

Graduating developer with a strong background in computer science and mathematics, willing to contribute to high-quality games with compelling storytelling and fun gameplay.

Work experience

VR Developer Intern   Feb 2024 - Aug 2024
Hasselt University - EDM (Expertise Centre for Digital Media)   *Diepenbeek - BE*
- Designed and developed a configurable experience for a research project on haptics with different play modes (3D, VR), interactions and haptic feedback
- Modified haptic gloves' API to issue simple commands from Unreal Engine
- Wrote automation tools for a large-scale user study
- Integrated a CAD model into a realistic VR environment using shaders in Unity
  - UE, C++, Blueprint, Python, Unity, C#, ShaderLab, Blender, Git

Software Developer Intern   Aug 2022 - Feb 2023
Sysnav   *Vernon - FR*
- Implemented GitLab CI pipeline and unit tests for navigation algorithms
- Wrote Bash and Python automation tools for the development team
- Adapted and documented complex data simulation algorithm
  - C, C++, Python, Bash, Git, Jyra

Other projects

Traummacher & *Träumer* - narrative games I *UTC*   Sep 2023 - Jan 2024
- Co-wrote the story, branching narrative and technical documentation
- Implemented environment mechanics, VFX, light and camera effects
- Handled art direction, integration of all game elements and shipping
  - Unity, C#, ShaderLab, Ink, Git

A short story of Compiègne's memorial I *UTC*   Sep 2023 - Jan 2024
- Designed a narrative experience for the memorial with another student
- Implemented all functionalities, including player interaction and movement, environment mechanics, integration, shaders, VFX and camera effects
- Wrote and voiced all the narrator lines
  - Unity, C#, ShaderLab, Git

Education

Ingénieure en génie informatique (Eq. MSc in Computer Science) - GPA of 5.0   2024
UTC - Alliance Sorbonne Université (Université de Technologie de Compiègne)   *Compiègne - FR*

Prépa Animation (1-year intensive course to prepare a computer animation portfolio)   2019
Atelier de Sèvres   *Paris - FR*

Interests

Music: piano, cello, composition, orchestra conducting
Storytelling: writing, drawing, animation
Spectacle: dance, drama acting, in clubs

Spoken Languages

Fluent: French, English
Intermediate: Spanish
Basic: Dutch, German, Japanese