Antoine Martin

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Toulouse / Angoulême

22 years old

ANTOINE **MARTIN**

Looking for a 9-week internship between May and August 2024

EDUCATION

CNAM ENJMIN
- Engineer's degree in Computer Science and Multimedia
- In apprenticeship with AIRBUS
- Currently in second year
- 2022 - 2025

La Rochelle Université
- Two year university degree in technology and computer science
- 2019-2021

SKILLS

- Wide knowledge on game engines (Unity, Godot)
- Great knowledge of object oriented programming language (C#, Java, C++, Python)
- VR and 3D programming
- Experience in 3D modeling and data preparation (Blender, Maya)
- Knowledge of project management

CERTIFICATIONS

- Computer science degree
- TOEIC : 915/990

LANGUAGES

- French : mother tongue
- English : fluent
- German : basics
- Spanish : basics

PROFESSIONAL EXPERIENCE

VR Developer for cockpit design
AIRBUS Operations | 2022 - Present

- Developping a tool that allows CAD designers to display their digital mockup in a 3D environment and be fully immersed in it by using a VR headset
- Gather designer requirements and translate them into VR tool functionalities
- Use of ray-tracing for realistic lighting behavior and reflections
- Recreate realistic scenarios (take-off, flight, etc.) in the VR tool for more accurate design evaluations
- Using the game engine Unity for the VR Tool, and Blender for 3D models optimisations

3D Engine developer
Studio Nyx | 2021 - 2022

- Contribution to the development of a real-time aeromaritime simulation engine commissioned by a large French industrial group
- Development of a system of world sectorisation with different physical scenes to solve the problem of precision over large distances in the Unity software
- Analysis of a coordinate and mapping system in Unity to implement it in the simulation engine
- Development of unit and functional tests in Java/C#/C++ and in Unity

PROJECTS

- Development of a small game based on facial expression detection
- Participation in the creation of a visual novel game for an non-profit organization
- Creation of an accessible interactive experience based on Arduino with a team of 6 people