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## Tools and IT-Languages

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- Programming: C/C++, Unity3D, WPF/XAML, C#, Java, Android, ObjC.
- Web languages: XML/DTD/XSLT, HTML/CSS, PHP, Javascript, JSON.
- Systems: GNU/Linux (Debian-like), Windows, Apple.
- Analyze: UML, Merise, Dot/Graphviz, Doxygen, Sandcastle, MediaWiki.
- Office: MS-Office, LibreOffice, L<sup>A</sup>T<sub>E</sub>X.
- DBMS: Oracle, MySQL, Access.
- Version managers: git, svn.
- Scripts: Applescript, Visual Basic, bash, batch.

## Experience

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- 2016 – 2019**      **Manzavision**, Aix-en-Provence.  
(3 years)  
Lead Game Programmer Unity3D XR.  
Specialization in XR technology (VR, AR, MR) on Unity.  
· Created frameworks and tools in Unity3D.  
· Made a backoffice (web site/database/Restful API) and a WPF launcher.  
· Technology monitoring, R&D, Documentation.  
· Targets : GearVR, Cardboard (iOS and Android), Daydream, MagicLeap, HoloLens, HTC Vive, Vive Focus, Oculus Go, Oculus Rift, Oculus Quest, PSVR, Kinect.
- 2012 – 2016**      **Manzalab**, Paris.  
(4 years)  
Game Programmer Unity3D.  
· Integration, Tool (Unity3D and external), Engine, Gameplay, UI, 'git guy', support on the other projects, webapi and 3rd party plugins integration.  
· Targets : iOS, PC, smartphones and tablets (Apple and Android).
- 2012**              **MyOsteopathe**, Paris.  
(3 months)  
Web Developer.  
Created a Website that could be entirely customizable online.
- 2010 and 2011**      **Société Générale**, Paris.  
(2 months)  
Vacation assistant.

## Education

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- 2012 – 2014**      **ISART Digital, Game Programming**, Game Programming.  
Entered directly in Third-year.  
· Videogame Tools (Physics, IA, Maths, Algo, Network, Sound).  
· Creating a videogame in a team with other students from ISART (game designers, artists, music and sound designers).
- 2012**              **DUT Informatique, IUT d'Orsay**.  
Programming (C99, C++, Java, C99 avec unistd, ..).  
Learning analyzing methods.  
System/Network/Computer architecture.
- 2010**              **Baccalauréat S-SI spécialité Mathématiques (A-levels)**.  
Self-taught many IT-languages such as C, C++ and web languages.

## Languages and Interests

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- English: good knowledge (TOEIC L&R : 880).
- Fencing, Programming, GameJams/Hackathons.
- Board games, Role games, Videogames, Mangas, Learning (anything).