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Tools and IT-Languages

· 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, LaTeX.
· DBMS: Oracle, MySQL, Access.
· Version managers: git, svn.
· Scripts: Applescript, Visual Basic, bash, batch.

Experience

2016 − 2019 (3 years)	**Manzavision**, Aix-en-Provence. 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 (4 years)	**Manzalab**, Paris. 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 (3 months)	**MyOsteopathe**, Paris. Web Developer. Website creation entirely customisable online.
2010 et 2011 (2 mois)	**Société Générale**, Paris. Auxiliaire de vacances.

Education

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

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