

Vincent Gaston

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←Unity Game Developer→

Unity Game Developer with 5+ years of experience building WebGL, AR and VR applications for industrial training, smaller indie games and serious games. Strong background in full-stack development. Fluent in English and French.

[Click here to see my Portfolio](#)

←SKILLS→

Languages: C#, C++, C, Python, TypeScript

Game Dev: Unity, Gameplay Systems, Physics, AI, WebGL, AR/VR

Web: Angular, NodeJS, Spring Boot, Django, REST APIs

Tools: Git, Jira, CI/CD, Agile, Unix systems, Claude, GitHub Copilot

←EXPERIENCE→

→Capgemini Engineering – Unity Technical Lead←

Toulouse | 2021 – 2024

- Led technical architecture and tooling choices for Unity WebGL, AR and VR training applications.
- Participated in the planning, estimation, development, testing and shipping of the modules.
- Coordinated with UX designers, project managers and clients.
- Integrated in the recruitment process, including technical interview.

→Melolon Studio – Unity Developer←

Toulouse | 2020 – 2021

- Main developer on a turn-based survival strategy game prototype inspired by permaculture principles.
- Implemented gameplay systems, UI, and core mechanics in Unity.

→Apside – Full Stack Developer Intern←

Toulouse | 2018

- Built an internal web tool for project managers.
- Tech stack: Java Spring Boot, SQL, Angular.

→Economics Games – Full Stack Developer Intern←

Toulouse | 2016

- Developed and maintained browser-based serious games for higher education.
- Tech stack: Python, Django, Angular, OTree.

←EDUCATION→

→MSc in Software Development (Year 1 – Exchange Student)←

Jönköping University, Sweden | 2018 – 2019

Coursework in software engineering and multi cultural team projects

→Engineering Degree in Computer Science←

Epitech, Toulouse | 2014 – 2020

Project-based pedagogy, 2 internships, 1 year abroad