Vincent Gaston

Toulouse, France - **Willing to relocate**

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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, Windows, Linux, GitHub Copilot, Agentic workflow

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, optimisation, testing and shipping of the modules.
- Coordinated with UX designers, project managers and clients.
- Integrated in the recruitment process, including technical interviews.

Melolon Studio – Unity Developer

Toulouse | 2020 – 2021

- Main developer on a turn-based survival strategy game prototype inspired by permaculture principles.
- Implemented gameplay systems, units AI, map generation, 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 culural team projects

Engineering Degree in Computer Science

Epitech, Toulouse | 2014 – 2020

Project-based pedagogy, 2 internships, 1 year abroad