

# Vincent Gaston

Toulouse, France

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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)←

Coursework in software engineering and multi cultural team projects

*Jönköping University, Sweden / 2018 – 2019*

### →Engineering Degree in Computer Science←

Project-based pedagogy, 2 internships, 1 year abroad

*Epitech, Toulouse / 2014 – 2020*