

# UNITY DEVELOPER

BRIDGING ART AND ENGINEERING

## EXPERIENCE

### RETİNİZE, Belfast, UK — Unity C# developer

November 2020 - March 2025

Developed **Animotive**, a Unity-based VR movie production tool for real-time 3D motion capture and video rendering.

- Developed a GPU-based, collider-less raycast system for submesh detection.
- Wrote Animotive's in house custom shaders and render features while optimizing its rendering pipeline for complex VR scenes.
- Built and maintained a complete UI toolkit for VR.
- Took part in evaluating and integrating full-body tracking systems, including Vive trackers and Xsens.

### Airbus Defense & Space, Toulouse, France— Unity C# developer

July 2017 - June 2020

Developed Airbus Group's internal VR visualizer (**Dragonfly**).

- Built a procedural 3D shape generation library and two TCP interfaces in C# and Java using Protocol Buffers to connect DragonFly with external softwares.
- Developed a double-precision solar system simulation and satellite telemetry visualizer to support DragonFly's adoption by Toulouse Mission Control center.
- Managed client relationships, roadmaps, and demos for projects integrating DragonFly into other teams.

### VisioPM, Toulouse, France— Unity C# developer intern

April 2016 - August 2016

- Built a WebGL player to enable customers to import images and files into the company's rendering pipeline.
- Built a proof of concept for a Unity-based autostereoscopic rendering engine.

## STUDIES

### Epitech, France— Master's degree in software engineering

2013 - 2018

### Beijing Jiaotong university, Beijing, China - Computer science

2016 - 2017

### Saint Joseph High school, Rodez, France— Baccalaureate STI2D

2010 - 2013

## PRIMARY SKILLS

- C#
- Shaderlab (HLSL)
- Shader graph
- Unity (URP, HDRP, custom RP)
- Git
- Photon Bolt
- Virtual reality
- Augmented reality
- Mathematics
- GPU acceleration
- Render features
- Editor tooling

## WORKING KNOWLEDGE

- C
- C++
- Java
- Javascript
- Blender
- Photoshop/Photopea
- Gaea
- Linux
- TCP/UDP networking
- Protocol buffer
- WebGL
- SQL
- WPF

## LANGUAGES

English : Professional fluency

French : Native