

Unity development engineer ROY BODEREAU

For further details:

“Just Google it!”



CONTACT

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ABOUT ME

Fond of computers and hi-tech since I was a child, I started specializing myself into Unity C# software development few years ago. My skills in video games and serious games development have been reinforced by the latest work experiences I carried.



EXPERIENCE

Unity gameplay developer

KD Group. Vaul-Milieu. FR

Android educational games development and custom Unity overlay maintenance.

Unity developer

VIGO Universal. Namur. BE

Multiple projects development (from events to serious gaming) and global IT and management.

Gameplay programmer

Artefacts Studio. Lyon. FR

Gameplay programming of a Nintendo 3DS game and engine features additions.

Serious game development

Altcom. Penzance. UK

Global development and improvements on a Unity serious game about security.



PROJECTS

Podracer simulator

ISTIA. Angers. FR

Development of Unity podracer simulator with an Oculus Rift and two Novint Falcons for the user immersion.

Unity developer

Independent. Angers. FR

Serious games and promotional prototypes development as an independent worker. Final applications development.

Virtual reality quadcopter

ISTIA. Angers. FR

Development of quadcopter controlled by a Leap Motion and using an Oculus Rift to offer an aerial rotating point of view.

References available on request.



SKILLS

Languages

C#

C++

HLSL

Programming tools

Unity

Visual Studio

SVN

Global computing

Office Pack

Photoshop

3ds Max



EDUCATION

Engineering degree ISTIA. Angers. FR

Three-year degree Faculty. Le Mans. FR

Polytechnic UIT. Le Mans. FR



INTERESTS

Sports Roller In Line Hockey - Badminton - Rugby

Social 4L Trophy - Student Union - Roul'Mans assoc.

Games League of Legends - Minecraft - Robocraft