



FABIEN CHEFTEL

UNITY DEVELOPER

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TECHNICAL SKILLS

Tools

Unity3D	Advanced
Visual Studio	Intermediate
Android Studio	Intermediate
GitHub	Intermediate
Adobe Photostop	Novice
MySQL	Novice

Programming

C#	Advanced
XML/JSON	Advanced
Java	Intermediate
C++	Novice
SQL	Novice
C	Novice
Python	Novice

Operating systems

Windows	Advanced
Linux	Intermediate
MacOS	Novice

Novice - Intermediate - Advanced - Expert

WORK EXPERIENCES

Since October 2020

Unity developer - Pixtunes (Berlin, Germany)

Development & project management on a 3D Car Simulator. Handling data transfer with internal audio software through OSC protocol. Video game modding & recording. Unity 3D (C#), Android (Java), Max.

April 2018 - October 2019 (1 year 6 month)

Unity developer - Tiledmedia (Rotterdam, Netherlands)

Developing a VR 360 degree streaming cross-platform application. Compatible with more than 8 different devices and 5 different API. Unity 3D (C#), on Android, iOS and Windows system.

March 2016- February 2018 (2 years)

Epitech Innovative Project (School project)

Team leader on a Web/Mobile solution. Android (Java).

September 2017 - February 2018 (6 months)

Internship - Actimage (Paris, France)

Augmented/Mixed reality development. Microsoft Hololens Technology. Unity 3D (C#).

EDUCATION

2016 - 2018

Master degree level of expert in information technology

EPITECH - European Institute of Technology.

2013 - 2016

Bachelor of expert in information technology

EPITECH - European Institute of Technology.

2016 - 2017

Computer Sciences

Chung Ang University, Seoul (Republic of Korea).

2010 - 2013

Baccalaureate in Engineer sciences

Charles de Gaulle High school, (Toulouse, France).

LANGUAGES

FRENCH

Mother tongue

ENGLISH

Upper Intermediate (B2)

SPANISH

Basic knowledges

ABOUT ME ...

I'm a Junior/Mid level Unity developer, graduated from Epitech school (European Institute of technology).

My strength are programming, project design and english language.

I've been working on various projects:

- VR apps, video games (Unity3D, C++ OpenGL, SDL, etc.), Windows software, mobile apps (Android native).

My school curriculum also included several modules to expand my knowledge on others subject such as computer law or marketing.

About my personality, people's describes me as someone motivated, a hard worker with a constant rigor.

HOBBIES

Video games

Unity 3D development, Global game jam.

Travel

Japan, Germany, Thailand, Laos, Vietnam, South Korea, Netherlands, Italy, Spain.

Sports

Basket Ball, gym, swimming, trekking, etc.

Music

Music production (DAW).