

# Sylvain MAURICE

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## UNITY PROGRAMMER

### SKILLS

#### Programming

**Software** C / C# / PHP 5 / GML / UML

**Web** HTML 5 / CSS 3 / JavaScript / XML / JSON / SQL / MySQL / Merise

**Game engines** Unity / UDK 3 / Game Maker Studio

**IDE, Versioning** Visual Studio 201X / Visual Studio Code / Git (SourceTree, CLI) / SVN (Tortoise)

**Multimedia** Adobe Illustrator / Adobe Premiere / Paint.NET / Audacity

**Office / Planning** Microsoft Office / Google Drive / Trello

**Languages** English / French

### EDUCATION

**2015 European Bachelor / Digital Technology and Multimedia** - Ludus Académie, Strasbourg

**2013 RNCP Analyst programmer** - Exia.Cesi, Écully

**2011 Electronic engineering certificate** - High school Albert Camus, Rillieux

### EXPERIENCE

#### Augmenteo

*Lille / Duration: 1 month / Studio of 10 persons - 28/10/2019 > 22/11/2019*

Work on the client's architecture of the application « Hootside » on iOS and Android, participation to the maintenance and upgrade of the program. I worked in a team of 3 programmers.

Technologies used: Unity 2019.1, C#7, GitLab

- Setting up team work methodologies
  - Coding and debugging conventions
  - Cleaning and formalising the workflow on GitLab
- Management of the team daily and transmission of technical knowledge
  - Good practices and approaches to avoid on Unity
  - Architecture principles
  - Usage of the different Visual Studio's tools
- Analysis of the codebase and identification of major problems
  - Review of the client and the global workflow
  - Suggestion of solutions and upgrades

- Restructuration and development of the client's architecture
  - Refactoring multiple systems
  - Optimisation of the execution time
  - Optimisation of the Android installer's weight
- Emergency debugging and maintenance of distributed games
  - Introduction to the usage of Android Studio emulators and Logcat
- Planification of the production time of the next project
  - Analysis and functional breakdown of the design document provided
  - Estimation of the number of man/days required per item

### **[Personal project] Thy Winter**

*Lyon / Duration: 12 months / Team of 2 - 01/2018 > 12/2018*

Realisation of a 3D game for Windows in collaboration with a game designer. This project was presented to an international jury of professionals for the designer's license final at Bellecour École, it obtained felicitations for the quality of the game given the time constraints.

Technologies used: Unity 2017.3, Unity 2018.1, C# 2, C# 7, Git.

- Planification of weekly tasks
- Organisation of daily stand-ups and weekly reunions
- Transmission of knowledge in design and game programming
- Management of the technical debt
- Development of content creation tools
- Implementation of game systems
- Implementation of special physics systems
- Implementation of dynamic animations
- Migration of project from Unity 2017.3 to 2018.1
- Integration of advanced visual effects (shaders, lights, post-processing)
- Creation of cinematics and complex camera behaviours

### **[Game Jam] Global Game Jam 2017**

*Lyon / Duration: 1 month / Team of 4 - 23/01/2017 > 27/02/2017*

Conception of a local multiplayer game in 48 hours then developed over a month. Collaboration with a graphic designer and two game designers.

Technologies used: Unity 5.5, C# 2, Git.

- Implementation of game systems
- Implementation of 4 controllers in parallel
- Creation and integration of sounds and visual effects

You can find my other game jams, projects and medias at [www.sylvain-maurice.com](http://www.sylvain-maurice.com)