

# Jean Milsonneau

Software Engineer

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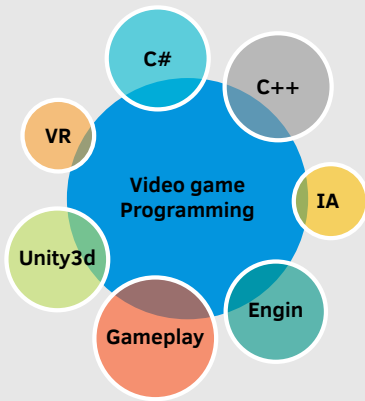
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## Skills

### Overview



### Programming

C# • Unity3D

C • C++

NodeJS • Angular4 • MongoDB

OpenGL • Engine • Physic

## Projects

**Dungeon VR** - WIP - Multiplayer game between a VR dungeon master and 4 players trying to survive.

**InfinityProject** - Procedural and low poly dungeon game from which you have to escape.

**OnTheRoad** - Low poly car game with race mode and drift mode on premade or random tracks.

## Education

2017 - 2018 **Master in computer science for video games** (GPA: 3.65/4.3)  
University of Quebec At Chicoutimi, Canada

2013 - 2018 **Engineering school** (AVG: 13/20)  
Ecole Nationale d'Ingenieur de Brest, France

## Experience

Sep 2018 **Linux and Mac developer (C++)** Feral Interactive  
Feb 2019 London, United Kingdom

- Porting AAA games to Linux and Mac
- 64 bits patching older games

Feb 2017 **Unity3D intern for VR projects (C#)** Immersive Factory  
Aug 2017 Albi, France

- Worked on a VR simulation to train garbage truck drivers loading procedure.
- Worked on a web platform to report data from the simulation to a web interface for clients
- Research on new technologies and optimisations

Jun 2016 **Full Stack Developer (JS)** Soixante Circuits  
Aug 2016 Paris, France

- Developing web applications for touchscreen installations used in communication campaigns.
- Performance tests of video playback depending on the format, resolution and os

Jan 2014 **Software Assistant (Java)** Calendrier Alexandre

## Projects

Spring 2018 **Network developer** C#  
Dungeon VR

- Networking gameplay
- Player lobby

Autumn 2017 **Gameplay developer** C#  
InfinityProject

- Developing player gameplay
- Dungeon generation
- Debuging

Summer 2017 **Gameplay developer** C#  
OnTheRoad

- Level design
- Gameplay (Car controls and game modes)

2018 **Unity package developer** C#  
WIP Arcade Car Physics (Unity)

- Unity asset offering various cars and scripts using WheelColliders. I'm trying to get it to the Asset Store as a free package on my free time

