

Jean Milsonneau

Software Engineer

07 69 47 92 08

saarg.me

jean_milsonneau@lavabit.com

saarg

Skills

Overview

Most of my career has been with commercial game engines, starting with Unity3D and then with Unreal 5. I have worked with small teams up to AA sized teams

The work I enjoy the most is when I can design a system with content creators and see them create what they wanted with my work

Programming (by time spent)

C# • C++ • Unity3D

C • C++ • Unreal

Audio • Wwise

Rendering • Renderdoc

Projects

Arcade Car Physics - Package published on the unity asset store to create physics driver car games.

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

InfinityProject - University - 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**
University of Quebec At Chicoutimi, Canada

2013 - 2018 **Engineering school**
Ecole Nationale d'Ingenieur de Brest, France

Experience

Oct 2022 **Software Engineer (Services)** Unity Technologies
Now Paris, France

- Optimize projects
- Provide Engine support, bugfixes and features
- Provide best practices to customers

Apr 2020 **Generalist/Core Programmer (Unreal)** Eidos Montreal
Aug 2022 Montreal, Canada

- Debug and support various core systems (SaveGame, Sequencer...)
- Design a Dialogue system (Witcher 3 style)
- Audio programming (Wwise)

Apr 2019 **Generalist/Core Programmer (Unity3D DOTS)** Eidos Montreal
Apr 2020 Montreal, Canada

- Open world streaming with Unity3D DOTS
- Design and prototype a dialogue and barks system

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 the loading procedure.
- Research on new technologies and optimisations

Tech

Unity3D C#

- GameObject programming
- Performance profiling and optimization
- Data oriented programming with DOTS and Burst
- Multithreading with unity's JobSystem

Unreal C++

- Support and debug engine code
- Support and work with Wwise plugin
- Developpement of game systems like a savegame or a dialog system

Godot 4 C++

- Basic knowledge about engine and scripting
- Minor commit to the doc