



THOMAS FONTAINE

PATIONNATE DEVELOPPER



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Thomas Fontaine

EXPERIENCES

UBISOFT, Unity mobile developer - 2016 (current job)

- Working on the mobile game "Just Dance Now"
- Code and UI.
- Scrum agile method daily (stand-up, report, sprint review ... etc)

ISCOOL ENTERTAINMENT, Unity mobile developer - 2016 (4 months)

- Working with Unity 5.3 to add new functionalities to the game "Wordox" (Computing score display, swapping accounts ...) (**C#**)
- Reskinning all the game (**UnityUI / C#**)
- Implementing APIs like Google Mobile Ads, UpsightV2, Prime31 ... (**C#**)
- Benchmarking and debugging on various devices (**XCode / Android Studio**)
- Using Scrum agile method everyday (**Stand-up meeting, sprint ...**)

ROBOTIC POTATO, Freelance Unity developer - 2015 (4 months)

- Helping create different kind of games using Unity 5 (2D platformer, 2D spaceshooter, 2D mobile game inspired by "One Finger Death punch" ...) (**C#**)
- Using Photon Network and native input managing to create versus mode (**C#**)
- Redo all the UI from scratch
- QA testing and bug report highlights (**QA**)

VIRTUAL REGATTA, Unity developer - 2015 (4 months)

- Creating a multiplayer sail based game for the Nautical Museum of Lorient (**C# / RPC**)
- Implementing new UI system using Unity 4.6
- Leading QA testing session with the client (**QA**)

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EDUCATION & COURSES

ISART Digital, Game Design & Programming Bachelor - 2015 (3 years)

During thoses 3 years I've learned different programming langages, how to build gamesfrom scratch using engine like Unity, create documents (GDD / TDD) and how to work as a team. I've also learned how to prototype games fast and validate their Game Design efficiency. On my free time I participated is some group project and different jams.

LANGUAGES

French
English
Roumanian
Spanish

SKILLS

Progammng - C#, JavaScript, Node JS, PHP
Video games - Game design, level design
Sofwares - Unity, WebGL, BabylonJS
UI/UX

PERSONAL INTEREST

Travels, knitting, cooking, sport