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Nantes (France)

# Technical Director

C#  
C++  
JavaScript  
UX, Game Design  
UI



Unity  
Unreal Engine  
JIRA  
Confluence

Thomas Fontaine  
*Passionate Developer*

## Experiences

### ● Technical Director | **Gameloft** (2024) *current job*

- . Define core architecture, project and technical design
- . Define a new project, with Unreal Engine 5
- . Working on a console game, with Unreal Engine 5
- . Implementing UI features
- . Helping define architecture, such as MVVM plugin
- . Global debug of the game

### ● Teacher AR/VR apps for cultural mediation **University of Tours - CESR** (2023) *2 months*

- . Taught Unity & C# programming to M2 students
- . Created AR/VR apps as a cultural media for museums
- . Creating small tools (camera, movement, UI) to help accomplish their goals

### ● Associate Lead Gameplay Programmer | **Ubisoft** (2021 - 2024) *3 years*

- . Mobile and console workflow
- . Assist & managed a team - 12 to 22 people -
- . Handling key features and engine update
- . Architected the new UIToolkit stack, using Unity
- . Presented at GDC 2023 the Just Dance UI Architecture
- . Coordination with external studios

### ● Unity Mobile Developer | **Kolibri Games** (Ubisoft) (2020) *5 months*

- . Implementing UIs behavior for "Idle Restaurant Tycoon"
- . Using MVC patterns with UniRX and Zenject
- . Weekly release of the game on the store

### ● Unity Mobile Developer | **Ubisoft** (2016 - 2020) *4.5 years*

- . Just Dance Now and Just Dance Controller development
- . Created "back-office" editable dynamic shop
- . Integrated UI, team-up with game art team
- . SCRUM agile method (stand-up, report, sprint review)
- . Implemented gesture library as a remote controller
- . Pairing flow, using HTTPS, in sync with our online team

## Education & Courses

### ● Game Design & Programming Master **ISART Digital** (2015) *3 years*

- . Top #3 French video game school
- . Learned to use Unity to create mobile and AAA games
- . Prototyped different games during school games jams and the "Global Game Jam"

## Skills

### ● **Soft Skills**

Public speaking, organization, independent, teamplayer

### ● **Languages**

French (Native), English (Fluent), Romanian (Native), Spanish (Basic)

## Interests

Sports (swimming, rowing), painting figurines, calligraphy, quizz & culture, competed in "Questions pour un Champion" french TV show in 2021.