



# THOMAS FONTAINE

PASSIONATE DEVELOPPER



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FRANCE



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Thomas Fontaine



**French** - Native

**Romanian** - Native

**English** - Fluent

**Spanish** - Basic

**Japanese** - Basic

## EXPERIENCES

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### UBISOFT, Associate lead gameplay programmer - 2021 (current job)

- Working on mobile and console workflow
- Helping manage the developer team
- Communication with outside studio and other Ubisoft production
- Handling key features and engine updates
- Defined and scaled the UI architecture

### KOLIBRI GAMES (UBISOFT), Unity mobile developer - 2020 (5 months)

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

### UBISOFT, Unity mobile developer - 2016 - 2020 (4 years and a half)

- Development of the mobile game "Just Dance Now" and "Just Dance Controller"
- Creation of a dynamic shop editable in real time via our "back-office"
- Integrating the updated UI in sync with the Game Art team
- Using scrum agile method daily (stand-up, report, sprint review)
- Implementing a gesture library making the game a remote, paired to the console
- Created a new pairing flow, using HTTPS, in sync with our online team
- Updating both games with latest Unity version
- Maintained both games compliant for our third parties
- Integrating "Stadia" as a new platform

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

- Working with Unity 5.3 to add new functionalities to the game "Wordox"
- Reskinning all the game
- Implementing APIs like Google Mobile Ads, UpsightV2, Prime31 ...
- Benchmarking and debugging on various devices
- Using Scrum agile method everyday

## EDUCATION & COURSES

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

- Top 3 French video game school
- Learned to use Unity to create mobile and AAA games from scratch
- Worked on various project as a team (Platformer, online car games ...)
- Prototyped different games during school games jams and the "Global Game Jam"

## SKILLS

**Programming** - C#, JavaScript, Node JS

**Video games** - Game design, level design

**Softwares** - Unity, Xcode, Android Studio, Rider, JIRA, Confluence

**UI/UX**

## SOFT SKILLS

Public speaking

Organization

Autonomous

Teampayer

## PERSONAL INTEREST

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Tutoring as a volunteer 8 kids from 10 to 14 basic programming notion using Scratch and made small project such as Pong

Travels, knitting, cooking, sport (Swimming, rowing, biking)