

Youé Grailot

Game Developer

French willing to relocate

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 [Website, Portfolio](#)
 [Linkedin](#)
 [Youtube](#)

Master's Degree student at CNAM-ENJMIN (Video Game school), The French National School of Games and Digital & Interactive Medias, as a Developer.

Looking for a 6 month internship in Video Game Development starting from March 2019.

WORK EXPERIENCE

[Manzavision \(Manzalab Group\) - Developer - Aix-En-Provence, France](#)

June 2018 - August 2018

VICTORIA Project

- Setting up the project architecture with Unity (C#), integrating models
- Designing the user interface
- Adding self-driving car AI & real-time video capture to the engine



May 2017 - August 2017

L'arbre du Vivant - Voyage au coeur de l'évolution

- Porting, optimizing and redesigning a HTC Vive VR experience to Samsung Gear VR
- Made a 3D model visualizer tool for internal use

Zombillénium - Orange VR Experience

- Implementing a 3D stereoscopic stream rendering in VR
- Integrating 3D models and animations in Unity

Cerbazen

- Developing custom VR 360 video player (Android) for Cerballiance

[Auvergne University - Developer - le Puy En Velay, France](#)

October 2016 - January 2017

- Implementing 3D DICOM visualization in Unity with slice and VR compatibility
- Contributing to publish 2 scientific papers ([1](#), [2](#)) in medical imagery



[Laboratoire de Psychophysique - Developer - Montréal, Canada](#)

April 2016 - July 2016

Brain Fighter

- Developing a VR multiplayer shooter
- Implementing Muse Headband (EEG) interface and tools in order to collect datas



More projects on my [Portfolio](#)
Recommendations on my [Linkedin](#)

EDUCATION

Master's Degree in Video Game Development, specialized in Programming

2017 - 2019

CNAM-ENJMIN, Angoulême, France

Many games realized, including game-jams, within various student teams

Bachelor's Degree in Computer Science

2016 - 2017

University of Auvergne, Le Puy en Velay, France

Computer Science two years university (DUT)

2014 - 2016

University of Auvergne, Le Puy en Velay, France

High school Diploma specialized in Science

2014

Lycée Léonard de Vinci, Monistrol, France

SKILLS

Development	C#, C++ , OpenGL (GLSL), CG (Shaderlab), Python, HTML/CSS
Softwares	Unity , Git, Visual Studio, 3DS Max, Unreal Engine (Blueprint), Photoshop, FL Studio, Trello, Hack'n Plan, Slack
Langages	French (Fluent) English (B2 : Advanced) Basic knowledge in Spanish

ABOUT ME

- Enjoy producing electronic music that is published on [Youtube](#), [Spotify](#), etc... and in the rhythm game [Slash It Ultimate](#)
- Sometime publish some well received scripts on the [Unity Asset Store](#)
- Love playing all kinds of games (board, role-play, etc...)
- Interested in game design, I build games in my spare time and participate regularly in Game-Jams