



Pierre Fontaine

Designer UX/XR Game Developer

My personality

Enthusiast
Tenacious
Autonomous
Good communicator

Technical Skills

Game Engines:

Unity Engine
Unreal Engine

Programming:

C#
Python
Java Script

Logiciels 3D :

3Ds Max
Blender
ZBrush

Suite Adobe :

Photoshop, Illustrator, etc.

Prototypage :

Arduino
Impression 3D

Audio :

Audacity
Bandlab
FL Studio

Additional

English (TOEIC 955)
Driving licence (B)

Creative skills:

-Illustration
-Photographie
-Video making

Pianiste, Guitariste & experienced with DAWs

Remember to visit my website
to learn more about my projects!

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About me

_UX Designer and 3D developer specialized in immersive experiences, 3D modeling, and interactive interfaces. Passionate about creating gamified interactions and integrating narratives into user experiences.

Following the release of my video game, I am seeking new opportunities in UX design and immersive development within an innovative and passionate team.

Expérience et Parcours

_Development and distribution of a game on Steam

2022 - Now

Complete conception of a 3D multiplayer video game with the goal of enhancing my project management skills.

_Designer UX/XR at Nucleus VR

2021

Position as a UX designer and developer for a cross-platform collaborative application.

_Designer UX/XR at Neutral Digital

2019 - 2020

Position in R&D of interactions in high-end VR experiences intended for the aviation industry.

_Developer R&D at Primetal Technologies

2018

Development of a prototype for the use of virtual reality in the metallurgy industry, whether for training, communication, or production line design.

_Participant at Laval virtual

2019

Participant in the Laval Virtual Jam competition on accessibility.
2020

Exhibitor on the topic of organizing virtual events.

_Participant at Global Game Jam & others

2018 - Now

Creation of a game within forty-eight hours.
The first of many jams I have participated in.

_Master à l'École de design Nantes Atlantique

2016 - 2021

Réalisation de nombreux projets m'apprenant comment appréhender le design et les méthodes du travail en collaboration avec d'autres personnes passionnées.

