



Youé Grailot

Game Developer

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

EXPERIENCES

[Ubisoft Paris Mobile](#) - Gameplay Developer - Montreuil, France

Today

The Mighty Quest for Epic Loot

- Unity, tools, python back-end
- Implementing client and server gameplay logic

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

2018

VICTORIA Project

- Unity, Self-Driving car AI, UI/UX Design, Real-time Video capture

2017

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

Zombillénium - Orange VR Experience

Cerbazen

- Unity, Android VR, HTC Vive, Samsung Gear VR

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

2017

Research - Medical Imaging

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

[Faubert Lab](#) - Intern Developer - Montréal, Canada

2016

Research - Brain Computer Interface

- Developing a VR multiplayer shooter
- Implementing 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 and Interactive Experience Development

2019

CNAM-ENJMIN, Angoulême, France

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

Bachelor's Degree in Computer Science

2017

University of Auvergne, Le Puy en Velay, France

Computer Science two years university (DUT)

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++, Python, OpenGL (GLSL), CG (Shaderlab), HTML/CSS
Softwares	Unity, Visual Studio, 3DS Max, Unreal Engine, Photoshop, FL Studio
Tools	Git, GitLab CI, SVN, Perforce, Trello, Jira, Hack'n Plan, Slack
Langages	French (Fluent) English (C1 : 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](#)
- Publish some well received tools 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 in Game-Jams