

# Antoine Collot

## Software Engineer

### Education

**2016-2017:** Software engineering, *ESME Sudria (Paris)*  
**2015:** International Semester in software engineering, Griffith College (Dublin)  
**2013-2015:** Engineering school, ESME Sudria (Paris)  
**2012-février 2013 :** CPGE PCSI, lycée Blaise-Pascal (Orsay)  
**2012:** Scientific Bacallaureate with honors, Lycée Fustel de Coulanges(Massy)



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antoinecollot.github.io

### Technical Skills

Unity ..... C#  
XR ..... Quest|Hololens

Shaders ..... HLSL|Shadergraph  
3D Modeling ..... Blender  
Graphic Design ..... Gimp|Kryta  
Aseprite|Photoshop

C++  
Game Design  
SQL ..... mysql|SQLite  
Sound Design ..... Audacity  
Arduino ..... C  
Web ..... HTML|CSS|Javascript

Fluent English (TOEIC : 925)  
Lecturer (Unity)

### Interests

I love developing innovative applications and games. That's why I studied Unity in addition of my engineering degree. I'm also interested in tech art, graphic design and game design.

In my free time I like to work on personal projects and gamejams, swimming and hiking, reading and playing video/board games.

### Work Experience



#### LEAD DEVELOPER

Targo / 2021 - 2022

Development of a documentary in VR for Meta Quest 2.

Architecture, features implementation, shaders development, deadlines/-feasibility estimations, supervision of the development team



#### LECTURER

ESME Sudria / since 2019  
ICAN / since 2020

Unity, algorithm and VR courses in the 4th and 5th years of the ESME Engineering School (Master 1&2) specialized in computer science (AI) and in the ICAN Game Design School.  
~120h/year



#### XR DEVELOPER

XXII / 2019 - 2021

AR/VR applications development with Unity, mainly job training applications and tools for the industry.



#### LEAD DEVELOPER

L'Oeil Du Chat / 2017 - 2019

Application development in innovative marketing. Applications for high Tech media like giant touchscreen and AR or VR headsets, mainly with Unity  
Feasibility study and estimates of time.  
Features design.