Nicolas Saussol

Software Engineer

CONTACT

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SKILLS

Project Management

Teamwork

Analytical Mindset

DevOps & Agile

Unity C# / Blender

FOR MORE DETAILS, MY

Book

LANGUAGE

Francais natif

Anglais
pro capacity

Linkedin

INTERESTS

Fishing Travel Rugby Gym Archery

EDUCATION

Master's in Application Design and Development (Bac+5) Gaming Campus, Lyon	**2022/2024**
Bachelor Creative Coding Bac+3 E-artsup, Toulouse	**2019/2022**

PROFESSIONAL EXPERIENCE

Software Engineer Volvo Group, Lyon	**2022/2024**

- Design and Development of Interactive Applications/Games:
- In AR, VR, and MR with Unity in C# for Android and PC.
- Using 3D modeling software to create immersive environments.
- DevOps Practices:
- Automating deployments with CI/CD, ensuring continuous and high-quality releases.
- Source code management with Git and GitHub.
- Agile Methodologies:
- Using Scrum and Kanban to ensure timely and quality delivery of features.
- Leading a team of 4 developers, from design to final delivery.
- Passion for Continuous Learning:
- Researching new technologies to improve products and processes.

Key Projects TVPDC Logistique

Objective: Simulate and test the placement of storage racks in a new area of the engine factory.
Roles and Responsibilities: Principal designer and developer.
Writing requirements with clients and creating the specifications and developing the MR application to test different storage configurations.
Technologies and Tools Used: Unity, Mixed Reality (MR), C#, 3D modeling software.
Results and Impact: Rapid development of a demo in one month, facilitating the reorganization of the factory and reducing potential costs and errors.

Truck Experience

Objective: Develop a VR mini-game for events and training, allowing the reconstruction of an electric truck.
Roles and Responsibilities: Designing the user experience and game mechanics. Developing a simple and intuitive VR game.
Technologies and Tools Used: Unity, Virtual Reality (VR), C#, 3D modeling software.
Results and Impact: Engaging VR game used during events, enhancing participant engagement and learning.

Développeur / intégrateur   2021/2022
Digital Blend, Toulouse

VR Shooter

Objective: Develop a VR team-building application for Airbus, a 3v3 local network shooting game.
Roles and Responsibilities: Lead developer, responsible for gathering requirements, development, level design, and integration and optimization of the experience.
Technologies and Tools Used: Unity, Virtual Reality (VR), C#.
Results and Impact: Creation of an immersive VR game for Airbus, promoting team cohesion and offering a unique and interactive team-building experience.

SKILLS

Technical Skills and Soft Skills:

Programming Languages: C#, C++, JSON
Game Engines and Development Environments: Unity, Unreal Engine
Immersive Technologies: AR, VR, MR
Source Code Management: Git, GitHub
Deployment and Automation: CI/CD, Jenkins
3D Modeling: Blender, Maya
Agile Methodologies: Scrum, Kanban
Leadership and Team Management: Leading development teams, managing complex projects
Communication: Collaborating with clients and teams, writing requirements
Problem Solving: Proactive and innovative approach to overcoming challenges
Continuous Learning: R&D, rapid adoption of new technologies

GameJam

- Game for the Game Jam (2023)

- Game for the Ludum Dare 48 (2022)

- Game for the E-Artsup Game Jam (2021)

- Game for the Global Game Jam (2021)