Trystan BARRÉ
Unreal/Unity Developer

📍 Paris, France 🚚 B Licence ✉ trystan.barr@gmail.com in linkedin.com/in/trystan-barre

↖ trystan-barre.com

Software Development Engineer at KNDS
I love discovering and using new tools as well as learning new skills.

</> SKILLS

Programming Languages
C++ | C# | Blueprint | JavaScript | HMTL | CSS | Haxe | ActionScript 3.0

IDE / Code Editors
Visual Studio Community | Visual Studio Code | Rider | QTCreator | Notepad++ | Sublime Text | FlashDevelop

Engines / Frameworks
Unreal Engine | Unity | OpenFl | Adobe Flash

Versioning
Git | Perforce | Github | GItLab | Sourcetree | SVN

Project Management
Agile Method (Scrum) | Google Suite | Microsoft Suite | Trello | Figma | Miro

Limited Knowledge
Adobe Creative Cloud (Illustrator & Photoshop & Premiere Pro) | SQL | NodeJS

🖥 PROFESSIONAL EXPERIENCE

Nexter (company of KNDS) ⧉

Software Development Engineer	Dec 2023 – Present | Versailles, France

-> Unreal Engine 4 | Unreal Engine 5 | C++ | Git | Agile Method

Unreal Engine Developer	Jun 2023 – Dec 2023 | Versailles, France

- Participated in the development of military simulators using Unreal Engine.
- Updated AI of vehicles.
- Updated procedural terrain tools.
- Modified the main project's source code to create plugins.
- Updated a project from Unreal Engine 4 to Unreal Engine 5.
- Created documents linked to my work.

-> Unreal Engine 4 | Unreal Engine 5 | C++ | Git | Agile Method

Wilkins Avenue AR, *AR/XR Developer* ⧉ — Sep 2022 – Mar 2023 | Paris, France

- Developed Web AR using JS, HTML and CSS
- Developed AR on Lenovo glasses using Unity
- Developed AR on Snapchat and Instagram
- Developed an online platform with Unity WebGL
- Managed a project and communicated with clients

-> WebAR | JS / HTML / CSS | Unity | C# | Git | Agile Method | Management

Random Dudes, *Co-Creator & Gameplay Programmer* ⧉ — Jun 2020 – Jan 2022 | Paris, France

- Created a development studio with 3 other people
- Programmed the camera and enemies AI, also wrote Game Design documents on a Metroidvania prototype using Unity (PC and Consoles, 15 people)
- Programmed gameplay and created dozens of levels on mobile games (casual and hyper-casual)

-> Studio creation | Unity | C# | Game Design | Agile Method

🎓 EDUCATION

Master's degree in Game Design and Programming, — Sep 2019 – Jun 2023 | Paris, France
ISART Digital, School of Video Games & Animation ⧉
Diploma: **Lead Game Designer (RNCP 7)**
Member of the student council | Founder and President of the sports club

🌐 LANGUAGES

English
Full Professional Proficiency
IELTS 7.5/9 (C1 - 2019) | Cambridge (C1 - 2019) | TOEIC 980/990 (C1 - 2023)

French
Native Language

💗 INTERESTS

Sports (calisthenics, climbing) | Technology (various fields) | Science (physics)

Video Games (FPS, Action-Adventure) | Reading (skill enhancement)