



GUILLAUME PISSELOUP

Unity Game Developer

Unity developer with 2 years of experience in game development. Proven skills in developing prototypes, features and tools for games. Created an SDK including an API for external users. Ported and adapted multiple games to custom hardware to ensure an immersive and enjoyable user experience.

Work experience

2023 - 2024 Unity developer - UDU, Frederiksberg

- Developed company SDK for innovative custom device
- Refactored codebases for maintainability and scalability
- Developed and maintained features in existing games
- Designed API for controller implementation for outsourcing
- Created samples to help developers integrate features
- Ported and adapted external games to company's device

2022 - 2023 Unity game developer intern - UDU, Frederiksberg

- Developed tools to assist game designers and artists across multiple company projects
- Explored and prototyped use cases for the controller

2012 Integrator & web designer - Bluestella, Paris

- Integration & design of websites and emails - HTML & CSS
- Reporting and management of email campaigns

2011 Communication Service - City hall, Morsang sur Orge

- Graphic design : billboard, flyer, invitation, photography

Education

2019 - 2020 Unity developer

WebForce3, Paris.

2013 - 2015 Bachelor of Digital Communication

Sup de Pub - INSEEC Group, Paris.

2012 - 2013 Faculty of Arts and Humanities

University Paris 1, Panthéon-Sorbonne.

2010 - 2012 BTEC Higher National Diploma - Multimedia & Internet

University Institute of Technology in Vélizy, France.

2010 High School diploma, Industrial Sciences & Technologies

With honors, music & sport option.

Skills

- Unity
- C #
- Visual Studio
- Git & GitHub
- Photoshop
- Illustrator
- Premiere Pro
- Framer

Hobbies & interests

- Gaming & board games
- Storytelling
- Graphic design & Digital art

Contact

 guillaume-pisseloup.fr

 +33 6 75 74 48 62

 guillaume.pisseloup@gmail.com

 København, Denmark

Languages

- French
- English