



MATHEW SIMON

UNITY / UNREAL ENGINE
DEVELOPER



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COMPÉTENCES TECHNIQUES

- # Unity
- C++ Unreal Engine
- 3D: 3ds Max, Blender
- Git
- Virtual Reality and XR (Unity)
- Design and development of real-time simulation features
- LLMs
- Implementation of a Unity cloud system
- Creation and deployment of Git and Docker servers
- Proficiency in Google services
- 3D printing (PrusaSlicer)
- Photoshop, Premiere Pro, After Effects

COMPÉTENCES RELATIONNELLES

- Strong listening and communication skills.
- Autonomy and adaptability.
- Ability to challenge others and openness to being challenged.
- Teamwork.
- Leadership.
- Dynamic, sociable, with a positive attitude

LANGUE

- Native French speaker
- English B2

EXPERIENCE

- **January 2025 – January 2026: CDD – July 2026: CDI**

TorrusVr

Client project management (from initial request to project completion)

- Augmented Reality game development (immersive experience)
- Development of a slot machine game for Eureden (for the SPACE trade show in Rennes)
- Development and optimization of “P’tit Bout de Lumière” (VR distraction solution for dental procedures)
- Development of “Zone 101” (a 25m² immersive game room designed for up to 6 players, featuring interactive floor tiles and buzzers)

- **June 2024**

Release of “Color Collapse - Puzzle Game” on the Play Store

End-to-end project creation, from 3D modeling and coding to sound design. The project was completed in one month and has garnered over **3,500** downloads on the Google Play Store.

- **January 2024 – August 2024**

Lodenn Studio

Founder and Manager of Lodenn Studio

Team of 5 people

- Creation, development, and launch of a VR FPS game using Unity and mobile games (e.g., brick-breaker, idle games)
- Team and project management
- Overseeing the creative process
- Coordinating development stages and resolving technical, commercial, and budgetary challenges.

PARCOURS

June 2024

RNCP Level 6 Diploma: Video Game Developer-Designer

Post-secondary level (4 years of study)

Graduated at the top of the class

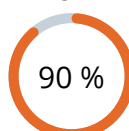
2021–2024 3 Axes Institut RENNES

Video Game Developer & Designer Training

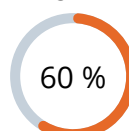
3-year program: practical and theoretical training covering 3D, programming, 2D, and visual effects, with a specialization in Unity.

SKILLS

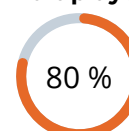
C#



C++



Multiplayer



VR

