



# Timothy Burdairon

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## Professional Summary

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Professional virtual reality and augmented reality developer with more than 4 years of experience in digital prototyping.

## Skills

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- Unity
- Augmented Reality (AR Foundation, Vuforia, ARKit, ARCore)
- Cinema 4D
- C#
- Virtual Reality (Oculus, SteamVR, Window Mixed Reality)

## Experience

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*VR/AR Software Developer* *Jun 2017 - Current*  
*FITCH - Greater London*

Digitally integrated projects for a variety of brands in the retail environment. From using virtual reality to prototype and explore retail concepts to creating augmented reality experiences within retail stores.

*Intern Software Developer* *Apr 2016 - Sep 2016*  
*FITCH - Greater London*

Creating digital prototypes for various brands using virtual reality and the Kinect.

*Student Staff* *Mar 2015 - Oct 2015*  
*Epitech - Marseille*

Managing pedagogical activities of the school such as courses and workshops. Following and giving technical support to first and second year students.

*Game Developer Intern* *Jul 2014 - Dec 2014*  
*C4MPROD - Marseille*

Developing a Clash of Clan like game using C# and unity.

## Education

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*Master : Computer science* *Feb 2018*  
*Epitech Marseille - Marseille*

*Master degree : Computer Science* *Jun 2017*  
*California State University - Long Beach, United States*

*GCSEs/A levels* *Jun 2013*  
*Vauvenargues High School - Aix-en-Provence*