LEAD UNITY SOFTWARE DEVELOPER

Timothy Burdarion

Hi, I'm a seasoned Unity developer with over 7 years of expertise in digital prototyping and app development. I specialize in crafting and designing custom software applications and systems that cater to the specific needs and goals of businesses and users. I have extensive experience in virtual and augmented reality, enabling me to provide innovative solutions to clients utilising these technologies.

PROFESSIONAL SKILLS

- Excellent programming skills in Unity3D & C#
- Proficiency of game design principles and mechanics, including player controls, physics, AI, UI/UX and Networking.
- Competence of JavaScript, HTML and CSS
- Good knowledge of C++, C
- Familarity with Unreal Engine
- Good knowledge of SteamVR and Oculus/HTC Vive/WMR
- Competence with ARKit, ARCore, Vuforia and ARFoundation
- Model and animate in Cinema 4D
- Knowledge of Spark AR and Lense Studio

EDUCATION HISTORY

Epitech - Europeen Institute of Technology
Marseille, France 2013 - 2018
Master's degree in Computer Science

California State University
Long Beach, United States 2016 - 2017
Part of master's degree in Computer Science

CONTACT INFO

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WORK EXPERIENCE

Lead Unity Software Developer

Mesmerise | April 2022 - Present, Paris/London

- Working on a Metaverse like app called Gatherings that focus on events, training and conferences in VR
- Creating UI for the app
- Developing a custom editor that can create and configure VR worlds
- Planning product development and project architecture
- Managing a development teams of up to 5 people

Senior Software Developer

OMM | April 2021 - April 2022, London

- Created XR experiences for clients
- Explored and integrated state of the art technologies using Unity
- Experience with launching products for iOS / Android
- Managed a team of up to 3 developers

Unity Software Developer

FITCH | Jun 2017 - March 2021, London

- Created B2B games/experiences
- Used virtual reality to prototype and produce concepts
- Created augmented reality experiences for B2B Clients
- Created custom tools and applications for internal use
- Experience with creating apps from scratch

Unity Game Developer Intern

C4M PROD | Jul 2014 - Dec 2014, Marseille

- Development of a Clash of Clan like game for iOS and Android
- Experience working with OpenGL, 3D Maths and complex algorithms