



Sébastien Maire

Creative developer

Passionate about 3D technologies I create many things ranging from business applications to pure entertainment experiences.

Over the years I went through many different technologies (web, desktop, VR / AR devices...) expanding my capacity to create even more cool things.

I'm also known as 'z0rg' in the demoscene and algorave scenes in wich I'm known for my visuals livecoding.

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A and B driver licence



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Relevant experiences

Tech lead 3D

47mos - 02.2020 - Present

onepoint

Tech lead on 3D / AR / VR apps and games.

Devices : Oculus Rift & Quest, HTC, Hololens1 & 2, WebGL

Technologies : Unity, Three JS, BabylonJS, Unreal engine with git versionning, GLSL, HLSL

Solution developer

31mos - 03.2017 - 02.2020

Avanade

Development of AR/VR applications for Hololens and other devices for several industrial companies.

Worked as a backend developer on ASP .Net Core app with Azure deployment.

Developed Revit plugins with compatibility from 2017 to 2020.

Technologies : C, C#, Azure, WPF, Unity, Vuforia, PTC Studio, ARCore

Unity C# developer

6mos - 09.2016 - 03.2017

Voxweaver

Development of a multiplayer platformer game on Unity.

Developped all the UI for level selection, character customization, controllers and keyboard mapping.

Developed a toon shader for the main game aesthetics.

Implemented custom physics to match the gameplay needs.

C++ Engine developer

20 mos - 04.2015 - 12.2016

Rendr

Developed several features and performance improvements for a real-time raytracer in C++ on the CPU.

Added support for a baked illumination data structure based on an octree allowing real-time visualization.

Brought new effects with various optimized alternatives (Blurry reflection, rough transparency, transmittance...).

Turned the engine to Physically Based Rendering (PBR) based on Cook Torrance, this was done along a complete redesign of the BSDF.

Education

Griffith College Dublin

2015 - 2016

Programming course - HCI & GUI, Programming paradigms, video games

EPITECH

Master's degree - 2017

2012 - 2017

School of Innovation and informatic expertise. Development of more than 50 projects mainly with C and C++ on Unix and Windows environments.

LISAA

2011 - 2012

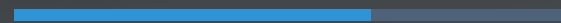
L'institut Superieur des Arts Appliqués, Applied Art school

Skills

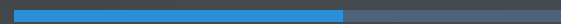
C# / .Net



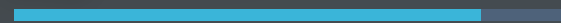
JS / TS



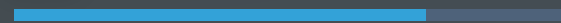
C / C++



Unity



GLSL



OOP

Raytracing & Raymarching

AR / VR

Shaders

ASP .Net

React

WPF / MVVM

CI / CD

Azure

NodeJS

Languages

French - Mother tongue



English - Fluent

