Sébastien Maire

Creative developer

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

shadertoy.com/user/z0rg
github.com/seb776
linkedin.com/in/sebastienmaire

+33(0)6 45 55 80 83
sebastien.maire@outlook.com

A and B driver licence

48 Boulevard de vaugirard
Paris, France

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 - Mothertongue

English - Fluent

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, transmitance...).
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