JULIEN LEMAIRE

Game Designer
Unity Developer

I'm a passionate video game creator and as such, I'm versatile and interested in every aspect of video game creation. Computer science engineer by training, I naturally moved toward game design and video game development. I mainly work with Unity game engine, with which I've been able to create most of my games even in virtual reality.

CONTACT

✉ julien.lemaire@sticmac.fr

www https://sticmac.fr

in lemaire-julien

LANGUAGES

French (native language)
English (TOEIC 965/990)
Spanish (conversational)
Japanese (beginner)

HOBBIES

Piano, Guitar, Bass
Musical composition
Digital and traditional drawing
Video games (RPG, strategy, …)

SKILLS

Unity : Gameplay programming, Tool Dev, Virtual Reality Development, UI Development

Game Design : Mechanics Design, Prototyping, Implementation, Balancing, Writing Documentation, Organizing Playtests

Programmation : C#, Java, Bash, C, C++, Git

UX : Formalizing Users' Needs, Prototyping (wireframes, mockups), User Testing, Formal Questionnaires (SUS, …)

EXPERIENCE

Unity Developer & Game Designer
Freelance, 2021 – Today
Game design, Unity development and teaching missions.

Gameplay developer
Atomic Baguette, September – October 2022
Development of "Mana Trees" prototype.

Game designer
Astral Rift, July – September 2022
Creation of a game design document and design of the mechanics for the "Astral Rift" project.

Project Supervising Instructor
IIM Léonard de Vinci, April 2022
Supervised game design and Unity development for GG Week 2022 (a week-long game jam for students).

VR development intern
AUSY Nice, 2019
Creation of a realistic VR driving simulation.

More projects on my portfolio : https://sticmac.fr

STUDIES

Master in Computer Science Engineering, HCI specialty
Polytech Nice Sophia
2014 – 2019

Academic exchange, Computer and Software Engineering
Polytechnique Montréal, Canada
1st semester of 2017 – 2018

Scientist "baccalauréat" (computer science option) mention "Very Well"
Amiral de Grasse High School
2011 – 2014

PUBLICATIONS

Sassatelli, L., Winckler, M., Fisichella, T., Dezarnaud, A., Lemaire, J., Aparicio-Pardo, R., & Trevisan, D. (2020). New interactive strategies for virtual reality streaming in degraded context of use. Computers & Graphics, 86, 27-41.