Yoann HAFFNER

Software engineer specialized on Unity3D and video games

62 rue d'Or, 68500 Berrwiller (+33) 6 31 97 87 88 contact@yoannhaffner.com

25 years old

EDUCATION

Université du Québec À Chicoutimi, Saguenay (CA)

2019 - 202°

Master's degree in computer science and video games

Double degree specialized in video games, realized in partnership with the UTBM.

Université de Technologie Belfort-Montbéliard, Belfort

2017 - 2021

Engineering degree in Computer Sciences

Courses in general engineering and computer science. All modules have been validated.

IUT de Belfort-Montbéliard, Belfort

2015 - 2017

University Technology Diploma in Computer Sciences

Formed as a software developer. Graduated 4th in my year.

EXPERIENCE

EdenQuest SAS, Gif-sur-Yvette — Serious game developer (Unity)

[Internship] September 2020 – March 2021 [Contract x2] March 2021 – May 2022

Maintenance, design and integration of new features in the new environment of the Guild'Up Space digital platform. Creation of a trailer associated with the distribution of the solution. This contract was entirely done in remote work.

DTT Web App Games, Amsterdam (NL) — *Unity development intern*

September 2018 - February 2019

Involvement in several projects within a Unity development team. The projects had to respect a schedule and required (re)building on the existing.

SO EASY Solutions Informatiques, Soultz — *Interim*

July 2017 (30 days) and December 2, 2017

Upgrade of a 2008 .NET IT solution including database, server API and client software. The migration was then carried out at a customer's site. This contract was entirely done in remote work.

IT LANGUAGES

Main languages:





Secondary languages:

C++, Java, Python, Web (JS, HTML, CSS, PHP)

TOOLS

Code:

Unity, Visual Studio, IDEs JetBrains (e.g. Rider)

Resources:

Gimp, Inkscape, Audacity, Blender

Project management :

GIT, Perforce, UML, Sourcetree

Systems: Windows, Linux

LANGUES

French - Native tongue English - C1 level

INTERESTS

Entertainment:

Video games, board games, e-sport (Rocket League)

Sports:

Biking, badminton

Music: Guitar

PROJECTS

Most of the projects I contributed to were made with Unity. They are detailed on my portfolio. Have a look at it! 👉

