

Youé Grailot

Game Developer

☎ (+33) 6 03 44 11 76

✉ contact@youe.fr

🌐 [Website, Portfolio](#)

in [Linkedin](#)

▶ [Youtube](#)

EXPERIENCES

[Moon Studios](#) - Developer - Remote

Today

No Rest for the Wicked - Tools / Online Developer

- Unity, C#, Photon Engine, MongoDB, Node.JS, React, TeamCity, SVN
- Implementing and maintaining internal tools and online features

[Ubisoft Paris Mobile](#) - Developer - Montreuil, France

2023

BUMP! Superbrawl - Tools / Online Developer

- Unity, C#, ASP.NET, AWS, Kubernetes, terraform, TeamCity, linux
- Implementing and maintaining various game tools and online services

2021

Wild Arena Survivors - Online Developer

- Unity, C#, AWS, MongoDB, Docker, GitLab
- Implementing and deploying a custom server orchestration solution

2019

The Mighty Quest for Epic Loot - Generalist Developer

- Unity, C#, python, Vue.js, MongoDB, Redis
- Implementing client and server gameplay logic

[Manzavision \(Manzalab Group\)](#) - Developer - Aix-En-Provence, France

2018

VICTORIA Project

- Unity, Driving AI, Real-time in-game video capture

2017

L'arbre du Vivant - Voyage au coeur de l'évolution

Zombillénium - Orange VR Experience

Cerbazen

- Unity, Android VR, HTC Vive, Samsung Gear VR

[Auvergne University](#) - Developer - le Puy En Velay, France

2017

Research - Medical Imaging

- Implementing 3D DICOM visualization in Unity with slice and VR compatibility
- Contributing to publish 2 scientific papers ([1](#), [2](#)) in medical imagery

[Faubert Lab](#) - Intern Developer - Montréal, Canada

2016

Research - Brain Computer Interface

- Developing a VR multiplayer shooter
- Implementing EEG interface and tools in order to collect data

EDUCATION

Master's Degree in Video Game and Interactive Experience Development

2019

CNAM-ENJMIN, Angoulême, France

Bachelor's Degree in Computer Science

2017

University of Auvergne, Le Puy en Velay, France

Computer Science two years university (DUT)

2016

University of Auvergne, Le Puy en Velay, France

High school Diploma specialized in Science

2014

Lycée Léonard de Vinci, Monistrol, France

SKILLS

(Ordered by experience)

Development	C#, Python, C++, JavaScript, Bash, OpenGL (GLSL), CG (Shaderlab)
Frameworks	ASP.NET, React, Vue.js, Photon Engine
Softwares	Visual Studio, Unity, Unreal Engine, 3DS Max
Tools	Git, SVN, Docker, Podman, Kubernetes, MongoDB, Redis, Linux, NixOS, Terraform, Ansible, GitLab CI, GitHub Actions, Teamcity, Perforce
Other	Jira, Confluence, Hansoft/Helix
Languages	French (Fluent) English (C1 : Advanced) Basic knowledge in Spanish

ABOUT ME

- Enjoy producing electronic music that is published on [Youtube](#), [Spotify](#), etc... and in the rhythm game [Slash It Ultimate](#)
- Publish some well received tools on the [Unity Asset Store](#)
- Love playing all kinds of games (board, role-play, etc...)
- Regularly participate in various Game-Jams
- Contribution to open-source projects : [KISS](#), [ihatemoney](#), [node-toogoodtogo-watcher](#), [game-ci](#), ...