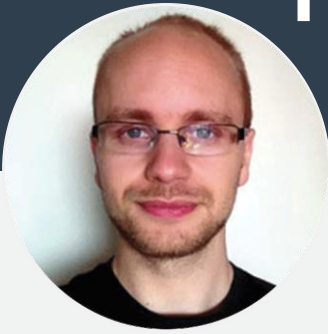


FREDERIC VAUCHELLES

SENIOR GAME ENGINEER
TEAM LEADER



CONTACT

Email:

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Web:

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SKILL

Software
Engineering

Team leading

Production
Management

Tools &
Automation

Unity 3D

C#

C++/Java/Scala

SQL/NoSQL

Maven/SBT

Adobe Suite

LANGUAGE

French (*native*)

English

QUICK FACTS

Panio player

Never stopped music since

Finalist at Sifteo Game Competition

Game making on limited hardware

Volley ball player

National competition during high school



WORK EXPERIENCE

- **COFOUNDER & CHIEF TECHNOLOGY OFFICER** 2014 - current
Gaminho (Mobile Sport Free-To-Play game studio)
Projects: Rugby Duel, Football Elite Striker, Top Seed (unreleased)
Production of the internal game engine, games and tools
Management of the development team
- **CHIEF TECHNOLOGY OFFICER** 2013 - 2014
Zero Games Studios (Game technology and game studio)
Projects: Dead Gear (unreleased)
Production of the internal game engine, game and tools
Production of game middleware for realtime physics softbodies (car crash)
Management of the R&D team
- **R&D ENGINEER** 2012 - 2013
Adobe (Neolane)
Project: Adobe Campaign
Backend optimization and clustering
Backend data security
- **LEAD R&D ENGINEER** 2010 - 2012
Visimmo3D (Virtual Trade Shows, Hybrid Events)
Project: V3D Events
Production of the backend and frontend
Production of tools and automation pipeline (continuous integration)
Leading the R&D team



EDUCATION

- **MASTER DEGREE IN SCIENCE** 2007 - 2010
Supélec (Top French Engineering School)
Computer science and AI specialization



INTERESTS



Science-fiction



Music



Singing



Board games



Gaming