Droxler Arnaud

03.12.1996 – 28 years old
Single
Franco-Suisse
Driver's license - AG

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PROFESSIONAL EXPERIENCE

01/2025 -

EPFL - LNCO - Genève
VR engineer
Tasks performed:
- Implementation and technical support for several PhD students

01/2025 - 02/2025

UNIGE - CVM - Genève
Programmer-Analyst
Tasks performed:
- VR implementation for the INDUX-R project

05/2024 - 12/2024

MINDMAZE - LAUSANNE
Intern Developer
Tasks performed:
- Unity developer on the Mindfocus research project
- VR development on Android, adding new functionality, debugging, quality assurance

01/2024 – 02/2025

SUNNYSIDE GAMES - LAUSANNE
Freelance Game Developer
Tasks performed:
- Secondary developer on the studio's next game: Nocturnal 2
- Core system, UI integration, debugging tools

03/2022 - 10/2023

SUNNYSIDE GAMES - LAUSANNE
Game Developer
Tasks performed:
- Secondary developer and audio programmer for Nocturnal
- Audio programming with Fmod and additional sound design for updates
- Core system, UI integration, Optimization, Debugging, QA

08/2021 - 03/2022

PROFESSIONAL BREAK

04/2021 - 08/2021

KAINOO- SAVAGNIER
Technical Artist
Tasks performed:
- Creation of a WebGL simulation of a watch escapement movement.
- Conversation of a VIVE-based VR E-Learning application for the Oculus Quest
- Creation of an apartment fire simulation in VR for firefighter training.

11/ 2019 - 04/2021	**SUNNYSIDE GAMES - LAUSANNE** Game developer Tasks performed: - Developed local multiplayer and added analytics for the Towaga Among Shadows game. - Part of the Towaga Among Shadows port for Nintendo Switch, as well as the Steam port for PC - Lead developer on a promotional game for cashless.ch, the game was available on all web browsers and featured an online leaderboard - Creation of a new level for Sketchaman Run as part of the Indoor Sport competition organized by La Mobilière.
12/2018 - 11/2019	**SUNNYSIDE GAMES - LAUSANNE** Intern game developer Tasks performed: - Lead developer of the game Sketchman Run for La Mobilière, available on iOS and Android. - Added features to the Sketchman Run game, such as an online leaderboard for the WebGL version and a local multiplayer version for Paleo festival - Optimization and QA of Towaga Among Shadows before release on iOS, TvOS, MacOS

EDUCATION

2017-2018	**HES-SO ENGINEERING (MSE) - LAUSANNE** Master of Science HES-SO in Engineering Complex information systems Not obtained
2014-2017	**HE-ARC INGÉNIERIE - NEUCHATEL** Bachelor of Science en informatique Software development and multimedia orientation
2011-2014	**LYCÉE EDGARD FAURE - MORTEAU FRANCE** Baccalauréat scientifique Mention Bien Engineering Sciences option

SKILLS

LANGUE

French	Langue maternelle
English	Niveau B2 – TOEIC
German	Niveau A2

GAME PROGRAMMATION

Game engines	Unity, Gobot Engine, Phaser3
Sound engine	Fmod, Wwise
Unity	UI, Optimization, Custom plugin, Shader, Multi-joueur, Analytics, Audio, VR
Compilation Platform	Windows, Android, iOS, TvOS, Mac, WebGL, Nintendo Switch, Vive, Oculus/Pico
Distribution Platform	Steam, Google play store, App Store

PROGRAMMATION

3D programming	OpenGL, WebGL, DirectX11,
Shader languages	HLSL, GLSL
Languages	C#, Python, C/C++, JavaScript, Java, HTML5
C++ Framework/Library	Cuda, OpenMP, Qt,
Web framework	Django,
Technology	Docker, Nginx
Software	Jenkins, Blender, Bitwig, Cubase, Gimp/Photoshop
Office	LaTeX, Markdown, Microsoft Office, Google Drive
OS	Windows, Linux (ubuntu, Mint), MacOS

INTERESTS

Computer science and music are my main interests. When it comes to computers, I'm interested in both hardware and software. I like building PCs, and in particular I've built a server that I use as a multimedia NAS and a Web server that runs on Docker. I'm particularly interested in computer graphics, video game development and related new technologies, such as VR/AR. Video games are one of my favorite hobbies, but music is my main passion. I played percussion for 15 years in several regional orchestras. I was also conductor in a junior orchestra. I also play other instruments such as piano, ukulele and synthesizers. I also do computer-aided design, specializing in sound design for video games. Apart from computers and music, I'm passionate about the different cuisines of the world, which I enjoy discovering, but above all cooking for my family and friends. I also practice archery at the Neuchâtel club, which allows me to refocus on myself.