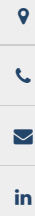# MAËL LACOUR

UNITY EXPERT & VR DEVELOPER

📍 Chemin des Corbillettes, 48
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✉ contact.dev@maellacour.com

in Linkedin - mael-lacour

Fond of computer sciences and boardgames since childhood, I learned a lot by myself in order to carry out my various personal projects.

💼 WORK EXPERIENCE

Fondation Campus Biotech Geneva - Airbus - VR & Unity C# development engineer
September 2020 - Today 🌐 hnp.fcbg.ch

Virtual Reality engineer for Human Neurosciences research. My job is:
- to develop the experiment of researchers from Geneva University, EPFL, HUG, ...
- to develop new VR, AR or MR technologies for research
- to connect different devices: VR+EEG, VR+fMRI, AR+TMS, ...
- to form researchers to use many devices: HMDs, Motion Capture Systems...

Fondation Campus Biotech Geneva : Foundation that manages the academic, clinical and entrepreneurial entities, and houses and supports research groups of Campus Biotech. (Geneve - CH)

Alltech - Airbus - VR & Unity C# development engineer
October 2018 - June 2020 🌐 alltech.fr

Design and development of DRAGONFLY, a 3D cross-platform application for aircraft and aerospace production chain in AIRBUS, for all its uses cases : reviews, pre-design, reverse engineering, training, manufacturing preparation, ...
Responsible of manipulations and interactions of 3D content on desktop and Virtual Reality.

Alltech : IT consulting firm in new technologies including web, mobile, bigdata and virtual reality. (Toulouse - FR)

xCIT - Game Design & Unity C# internship
April - September 2018 🌐 xcit.org

Game design on a web & mobile puzzle game, as part of cognitive research.
Implementation of cognitive assessments and training tests such as N-Back, a working memory test.

xCIT : Public research group at the University of Luxembourg that use and create digital technologies to study and improve how humans learn. (Luxembourg)

</> PROJECTS EXPERIENCE

Borgia - Python & Web developer
June 2016 - Today 🌐 sibers.borgia-app.com

Implementation and continuous improvement of a logistics and payment management service for all events and transactions carried out in ENSAM campus.
Project carried out entirely by 4 students, and used regularly by **more than 1000 students** monthly.
Developed with Python and the Django framework.

🏆 AWARDS

Unity Technologies - Unity Certified Expert: Programmer
August 2023 🌐 unity.com/products/unity-certifications/expert-programmer

Certification of advanced proficiency in Unity programming in any industry.

Challenge Competences - MAYAM trophy
December 2017 🌐 challenge-competences.fr

Prize which rewards the best AR / VR project (groups of 5 students).

🏛 EDUCATION

2018 2017 **MTI3D - Laval Virtual**
🎓 Research Master

Management of 3D interactive technologies
Courses :

| Virtual Reality (VR) |
| Augmented Reality (AR) |
| Unity |

2018 2015 **Arts et Métiers (ENSAM)**
🎓 Master in Engineering

Engineering school
Courses :

| Management |
| Mecanical and process engineering |
| Electrical engineering |

2015 2012 **"Classes Préparatoires (CPGE) PT*"**
Engineering - Maths - Physics

2012 2010 **High school**
Bachelor's degree with honours

☰ SKILLS

| Tools / Software | **Blender** **Unity** |
| Langages | **Web** **Python** **C#** |

🗺 LANGUAGES

| French | **Native** |
| English | **C1/C2 - TOEIC 910/990** |

♥ INTERESTS

| Sports | **Karate** **Tennis** |
| Designing games | **Gomoku** |