



# ROSE

## Daphné

Engineer in development of  
3D images, video games, AR/  
VR/Mocap and interactive  
experiences

22 years old

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Driving license

[daphnerose.fr/en](http://daphnerose.fr/en)

[github.com/damagae](https://github.com/damagae)

## Education

**2016 - 2019 - Université Paris-Est Marne-la-Vallée: ESIFE  
Champs-sur-Marne**

IMAC Engineer School

- Advanced programming
- Video game programming
- Computer Graphics programming
- Knowledge in arts, graphic design and cinema
- IT Project Management

**2014/2016 - Université Paris-Est Marne-la-Vallée: IUT  
Champs-sur-Marne**

DUT Multimedia and Internet

**2014 - Lycée Charles-le-Chauve: Roissy-en-Brie**

Baccalauréat S with distinction

Mathematics, English and Plastic Arts specialities

## Professional experiences

**2019 APRIL-SEPTEMBER - Unity Video Games Developer (6 months internship): XD Productions - Bry-sur-Marne**

Development of new video games for a collection of Augmented Reality games, game development on Kinect, code rewriting and creation of documentation

**since 2019 - Freelancer in programming and creation of multimedia contents**

Realisation of multimedia missions (ex: conception and development of a web app)

**2018-2019 OCTOBER-MARCH - "Ergonomy and Interfaces" Tutor: Université Paris-Est MLV - Champs-sur-Marne**

Intervention in "Ergonomy and Interfaces" class of "Web development and web designer" degree given at UPEM university in order to supervise and help students fulfill their evaluated project's objectives

**2018 JUNE-SEPTEMBER - Web developer (4 months internship): Université Paris-Est MLV - Champs-sur-Marne**

Realization of a web application allowing online reservation of audiovisuel equipments given by the university

**2016 APRIL-AUGUST - Communication assistant (10 weeks weeks internship then 1 month temporary contract):  
Deveryware - Paris 09**

Creation of a corporate identity, motion design promotional video, graphic elements for websites and social networks

## Student projects

**2018/2019 - Developer and game designer for the VR game "Tous au château":** Conception of game levels and development of a reflexion/speed game in VR on Unity as the IMAC end-of-studies project, as part of a 7 developers team

**2017/2018 - Programmer for ENPC serious game "Millénaire 4":** Supervised project during 2nd year of IMAC. The project consists in creating an evaluation program for future ENPC engineers in the shape of a video game made with Unity as part of a 7 members team including 3 developers

## Personnal Activities

**2017:** Awarded for Lettres Vives 2017 writing contest organized by UPEM in "digital media" category for a short animated novel "Juré"

**since 2011:** Aikido 1st Kyû from Tenjinkai school (France)