PIERRE ZUCALLI

GAME DEVELOPER

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📍 Montpellier

🌐 https://pierrezucalli.com

EXPERIENCE

UNITY DEVELOPER

Virtualis

march 2024 - today

- Virtual reality intended for medical use
- Gamification

UNITY DEVELOPER

Extra Art

march 2020 - february 2024

- Virtual museum tours for web and smartphones
- Gamified virtual experiences
- Virtual and augmented reality

THE BOWMAN

Personal project

July 2020 - présent

- Development of a tactical rogue-like game for smartphone with unity

SHARD OF LIGHT

End of studies project

January 2019 - July 2019

- Gameplay programmer
- Game/Level designer
- Technical Artist

UNITY DEVELOPER (INTERNSHIP)

DTV COM Parc Spirou

June 2018 - December 2018

- Development of a virtual reality attraction

EDUCATION

BACHELOR GAME & CRÉATIVE CODING

E-artsup

2016 -2019

LANGUAGES

French (Native)
English (Written and spoken)

SKILLS

- Unity 3D
- C#
- Game Design
- Level Design
- Virtual Reality
- Augmented Reality
- Technical Art
- Cross-platform development

INTERESTS

- Video games
- Cook
- History
- Writing
- Tennis