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PIERRE ZUCALLI

GAME DEVELOPER

SUMMARY

Unity Developer with 5+ years of experience building cross-platform experiences (mobile, WebGL, desktop, VR).
I am passionate about creating meaningful applications that combine emotional impact and real-world utility.

EXPERIENCE

UNITY DEVELOPER

Virtualis – March 2024 – Present

- Shipped two HTC Vive VR applications for motor and cognitive rehabilitation in medical settings.
- Collaborated with health professionals to create gamified therapy experiences, improving patient engagement.

UNITY DEVELOPER

Extra Art – March 2020 – February 2024

- Shipped 7 cross-platform applications (WebGL, Android, iOS), optimized for both browser and mobile performance.
- Released 2 standalone VR apps (Oculus Quest 2 and Pico VR).

ESCARMOUCHE (PERSONAL PROJECT)

July 2020 - today

- Solo developer on a tactical rogue-lite RPG for PC and consoles (Unity/C#).
- Designed core combat mechanics, level progression and player systems.

SHARD OF LIGHT (END OF STUDIES PROJECT)

January 2019 - July 2019

- Developed player controls and light-based gameplay systems.
- Acted as Gameplay Programmer, Level Designer and Technical Artist

UNITY DEVELOPER (INTERNSHIP)

DTV COM Parc Spirou – June 2018 – December 2018

- Built a VR experience integrated with a theme park attraction simulating height-based thrills.

EDUCATION

BACHELOR GAME & CRÉATIVE CODING

E-artsup

2016 -2019

LANGUAGES

French (Native)
English (B2)

SKILLS

- Unity 3D
- C#
- Game/Level Design
- Mobile
- Virtual Reality
- Git
- UI/UX
- Technical Art
- Cross-platform development

INTERESTS

- Video games
- Cook
- History
- Writing
- Tennis