

GAÉTAN GUERRERO

Software engineer in Seoul, South Korea



19.01.1991



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gaetanguerrero.com

SUMMARY

- Efficient development and prototyping, especially under Unity or Unreal Engine
- Specialized in interactive experiences, with an emphasis on Virtual Reality and gameplay (desktop or mobile)
- Art-oriented technologist, with experience in a large range of design tasks (Game Design, UI, UX)
- High adaptability, fast learner and focused on new technology
- Strong creative abilities to generate and develop new ideas
- Great communication skills with the production team and third-parties

SKILLS



Unity Engine, C#, Node.js, Python, SQL, Java, Unreal Engine 4, C++



HTC Vive, Oculus Rift, GearVR, Meta Quest, Leap Motion, Mixed Reality, Motion Devices, Hololens



Adobe Photoshop, After Effects, Premiere Pro, Illustrator, Affinity Publisher



French, English (TOEIC 965), Korean (TOPIK 2), Japanese, Spanish,

WORK EXPERIENCES

09.2021 - Present

NEUTUNE - Seoul, South Korea - Software Engineer

- Currently working on **Mix.Audio's Back-End** with **Node.js + Express** for Web and Mobile
- **Web3** features , **Music Blocks** and **User created mixes** implementation
- Development of **Pointune** with **Python** (Flask) focused on **Users, Online payments** and **Subscriptions**
- **PostgreSQL Database** administration and management

06.2019 - 09.2021

XENOIMPACT - Seoul, South Korea - R&D Engineer / Back-End Developer

- **ImpetBB** (아임펫뽀뽀) Development **Team Manager**
- **RESTful API** development with **Java** (Spring)
- Relational (**MySQL**) and non-relational (**MongoDB**) database administration
- **Amazon Web Services** practitioner and administrator (EC2, RDS, IAM, S3, CloudFront)
- **Computer-vision** based **AI development** with **Python, Tensorflow** and **OpenCV**

02.2016 - 05.2019

KAI Inc. - Daejeon, South Korea - R&D Engineer / VR Developer

- Lead developer on **desktop and mobile (Android, iOS) VR and 360 stereoscopic video streaming** applications
- **UI/UX Design** and **development of VR/AR/XR experiences with Unity and Unreal Engine**
- Development of Rich360 (**360 video enhancement technology**) and **VR plugins** for Unity
- Development of software and games for numerous devices (**Motion platform, Haptic suit, Sensors...**)

EDUCATION & INTERNSHIPS

09.2012 - 10.2015

IMAC ENGINEERING SCHOOL - Marne-La-Vallee, France - Master's Degree in Engineering

- IMAC stands for **Image, Multimedia, Audiovisual & Communication** Engineering School
- Master's degree in art and multimedia oriented computer science engineering
- Graduated in October 2015

03.2015 - 09.2015

WIZCORP - Tokyo, Japan - Game Engineering Intern

- 6 months game development engineering internship
- Worked with Unity Engine on **Striker Arena**, a mobile multiplayer fantasy soccer game

10.2014 - 02.2015

FUTURE UNIVERSITY HAKODATE - Hakodate, Japan - Exchange Student

- Researched in Kazushi Mukaiyama's laboratory on Media Design
- Made **Hikari no Sumi**, an augmented reality board game where players use 3D printed figurines

06.2014 - 09.2014

THE PIXEL HUNT - Paris, France - Interactive Design Intern

- Internship focused on the newsgame "**Sauvons le Louvre ! Dans la peau de Jacques Jaujard**"
- Worked on Wireframes, UI, Web Illustrations, and Game Design

INTERESTS

Video Games

Indie Game Development

Cooking

Video Making


Fitness


Music: Drums & Guitar

SOCIAL

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