



# WELSCH Clément

Video Game Developer

A polyvalent engineer with experience in 3D development and leadership. Wishing to contribute further in the Video Game industry.



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## EXPERIENCES

PASTAGAMES  
(REMOTE)  
2021-2024

Developer in charge of graphics in the multiplayer game Pacman for Bandai/Apple.  
Conception of shaders following the artistic direction.  
Realization of a solo mode (Adventure).  
Creation of internal tools for GD and QA teams.  
Maintenance of the compatibility of Apple's platforms (**C++**, **GLSL**).

INTERHAPTICS  
(LILLE, FR)  
2018-2021  
SITUVE (LILLE, FR),  
2017-2018

Lead Haptics R&D Developer, creator of a powerful tool to reproduce haptic feelings for immersive VR experiences (**Qt**, **C++**, **Unity 3D**, **C#**).  
Computer Vision Developer, Automatic detection of documents (OCR).  
Supervisor of all the Build and Deploy systems (**C++**, **OpenCV**).

INRIA (NICE, FR),  
2015-2017

3D&VR Developer, creation of a heat transfer computer, 3D visualization of heat air in a building construction (**Unity**, **C++/C#**, **Shaders**).

## DIPLOMA

ARTWORK-VFX, 2024  
UNIVERSITY OF  
MARSEILLE, 2012

Unreal - 3D modeling and realistic rendering (RS6042)  
Master Degree in Computer Science, specialized in Digital Imaging

## COMPETENCES

C/C++/C#



DirectX/OpenGL



HLSL/GLSL



Unity/Unreal



Git



English



## PERSONALITIES

Creative

Social

Persistent

## HOBBIES



Gymnastic (competition), Street Skateboard, Piano, Guitar



Travels, Culture, Analog Photography, Video Games