

Jérémy Rabouan





34 years old - car/motorcycle license

Email: contact@djeylabs.com






Portfolio: djeylabs.com







Core skills :

-  Unity Engine
-  C#
-  Shaders HLSL
-  Software architecture

Side skills :

-  Godot Engine, Unreal Engine, JavaScript, Python
-  Suite Adobe, Affinity, DaVinci Resolve
-  Blender, 3DS Max
-  Ableton Live
-  Game Design

Soft skills :

-  Analytical thinking
-  Technical leadership
-  Decision-making
-  Interdisciplinary mindset

Languages :

-  French (native)
-  English (daily use)
-  Japanese (learning)
-  Spanish (basic)

Freelance Unity Developer



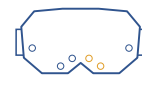
Video Game

Full development of indie titles and advergames.



Serious Game

Playful solutions for training and learning.



Simulation

Technical visualization and industrial environments.



Expertise

Consulting and technical reinforcement on your projects.

Experience

Since December 2025 : **Freelance Unity Developer**

May 2022 - February 2026 : **Unity Developer**

Full-time at **7 Shapes** on a WebGL serious game, the 7 Shapes School: architecture design and development of a new product, along with enhancements and optimization of the existing one.

September 2018 - May 2022 : **Unity Developer**

Full-time at **Studio Nyx** for clients such as **Naval Group**, **CINAV**, and **Schneider Electric**: designing and developing games and simulations for PC, VR and multiplayer.

August 2018 : **Freelance Unity Developer**

A medical application designed to assist patients with Parkinson's disease as part of Dr. Bayen's research.

June 2016 - November 2016 : **Game Designer**

Internship at **Fishing Cactus**: design work, testing, and maintenance of existing products.

Teaching experience

February 2019 - June 2019 : **Guest Instructor** in audio mixing for the Master's second-year program at ESTEN (Tours, 37).

June 2019 : **Video workshop instructor** with Avecunphotographe.fr.

Education

2017 **Master, with highest honors:** Digital image and sound effects, specialized in interactive media and video games - **Faculty of Science, Valenciennes (France)**

2016 **Equivalent of the second year of a Master's program:** Video game design - **UQAT de Montréal (Canada, Québec)**

2013 **University General Studies Diploma:** Mathematics, Physics, Chemistry, and Computer Science - **Faculty of Science, Angers (France)**