

Florian Boisset

Computer Science Engineer specialised in Real-Time 3D Development – Unity | XR

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Experience & Projects

Personal Project – Gamified fitness mobile application Mar 2026 – Apr 2026
Sport 2 Scroll – S2S (Unity 6, Android, C#/.NET)

- Real-time body detection via **MediaPipe Pose Landmarker** to validate physical exercises
- Custom Unity editor tool to capture and define reference pose sequences
- Use of Android APIs for screen time management (Usage Stats, accessibility service, notifications, etc.)

Personal Project – Video game published on Itch.io Jan 2026 – Mar 2026
AGAGAB – A Game About Growing A Bean (Unity, C#/.NET)

- Full design, development and publication of a solo 3D game in Unity (game design, gameplay, AI)
- Progression management: in-game shop, save system
- Development of enemy agents with detection and dynamic behaviours

Internship – Immersive Technologies (VR) April – September 2025
ASSYSTEM EOS – Venelles (13), France

- Design and supervision of VR simulations for the ITER project
- Development of ergonomic analysis tools
- Design and integration of UI/UX in Unity

Project – Drone Simulation & Control Nov. 2024 – Mar. 2025
ISIMA – Aubière (63), France

- Physical modelling of the drone and PID regulation
- Implementation of remote control via client/server architecture
- Trajectory automation and obstacle avoidance

Internship – Operations Research Mar. – Jul. 2024
Federal University of Minas Gerais – Brazil

- Implementation and improvement of an optimisation model
- Development of heuristics for solving complex cases

Education

Engineering Degree in Computer Science 2022 – 2025
Clermont Auvergne INP – ISIMA, Aubière (63), France

Specialisation : Interactive Systems for Embedded and Virtual Environments

Years 1–2 – Mathematics & Computer Science 2020 – 2022
University of Clermont Auvergne, France

French Baccalauréat – Science & Engineering (Highest Honours) 2020

Technical Skills

3D Engines	Unity (Unity3D), Godot
XR / Immersive	OpenXR, XR Interaction Toolkit, AR Foundation, Meta Quest, HTC VIVE, PICO, MRTK, VR, AR, MR
Languages	C++, C#/.NET, C, Java, Python
Tools	Git, Visual Studio, VS Code
Domains	Virtual Reality (VR), Augmented Reality (AR), XR, Real-time Simulation, 3D Video Games, UI/UX, Physical Modelling, Optimisation

Languages

French	Native
English	TOEIC: 850 (Professional level)
Spanish	Basic notions

Mobility

Full France | AURA region – Driver’s licence (category B)

Interests

Dog training | Video game development | Hiking/Snowshoeing | Improvisational theatre