



HADJI Mathias

3D Development Engineer

27 years old, born on 09/20/97

3 years of professional experience

Specialized in **Unity, C#, .NET Mono**

Familiar with **Agile methodologies** and the Scrum model

Owens a vehicle (Category B driver's license)

Contact

Phone

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Email

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Website

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City

34000, Montpellier

Education

2019

Master's Degree in Computer Engineering, Specialization in Virtual and Augmented Reality
Polytech School - Marseille

2016

Preparatory Classes
Vauvenargues High School - Aix-en-Provence

Expertise

- Agile methodologies, scrum model
- Unity 3D, Git/Gogs, Blender, Postman
- Packages Unity : XR, Doozy, PhotonPUN, VRTK
- C#, .NET Mono, .NET Framework 4.8, C++, Python, Javascript, HTML/CSS, ASP.NET Core, AngularJS, MySQL

Languages

English (Niveau C1)

Spanish (Niveau B1)

Experience

○ 2024

Grabels (34)

C# .NET Development Engineer

- Development of a web application for movie reviews using Visual Studio with **ASP.NET Core** and **AngularJS** frameworks.
- Development of a **Unity C# .NET Mono** mobile application linking user accounts to configurable 3D products with catalog updates.

○ 2019 - 2022

E2VR | Marseille (13)

Permanent Contract - 3D, VR, and AR Development Engineer

Development, integration, testing, optimization, corrective and evolutionary maintenance of 3D/VR/AR applications and packages on Unity.

- Programming in **.NET Mono (C#)**
- Worked on functionalities:
 - VR movement and interaction (using VRTK package and then Unity XR)
 - AR pose and movement (using VR Foundation package)
 - Managing **multiple simultaneous players** in a networked room across multiple platforms (PhotonPUN)
 - Application **streaming system** from one application to another (FMETP)
 - **Responsive mobile UI navigation** (with and without DoozyUI package)
 - **API communication**, runtime data processing
 - Data retrieval and saving in JSON files
 - **Mobile application updates** with the addition of 3D elements (Bundles)
 - Asynchronous loading of additive scenes
 - Sound integration with spatialization
 - Data treatment with **LINQ**
- Multi-platform optimization: **Windows** for Oculus Rift; **Android** for **Meta Quest, Pico Neo 3 Pro** and **mobile** ; **iOS**
- Multi-layer code architecture (Model, View, Controller)
- Development of Blender scripts and batch scripts
- Maintenance of a .exe software with a visual interface (**.NET Framework 4.8**)

○ Février 2019 - Août 2019

E2VR | Marseille (13)

Internship in 3D, VR, and Web Development

Development, integration, testing, and optimization of virtual reality applications and 3D applications on **Unity**. Programming in C#.

Full Stack development for adding pages to a Back Office using **Node.js** and **AngularJS**, programming in **JavaScript**, structuring and styling pages in **HTML/CSS**, API testing with **Postman**. Version control using **GitLab**.

○ 2018

Optimum Tracker | Meyreuil (13)

JavaScript Object-Oriented Development Intern

Development of microservices in **Object-Oriented JavaScript**, interacting with **NoSQL Cassandra databases** and **AMQP** stacks.