

CONTACT

Lyon, France

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CERTIFICATION

Unity Certified Expert
Programmer — Certiport, 2024

SKILLS

Programming languages

C# · C++

Engines & tools

Unity · SFML · Git

Domains

Gameplay · AI programming · Procedural generation · AR / VR · 3D / VFX

Teaching

Curriculum design · Coordination · Project supervision

EDUCATION

DESS (postgraduate diploma) in Computer Graphics
University of Strasbourg — 2003

Licence — Applied Computer Systems Project Manager
Campus Sciences-U Lyon — 2008–2009

Master's in Image & Sound Systems Engineering
Université Polytechnique Hauts-de-France — 2000–2002

DUT in Electrical Engineering & Industrial Computing
IUT Nancy-Brabois — 1996–1998

LANGUAGES

French — native

English — professional

Sébastien Albert

Gameplay & AI Programmer · Lecturer & Academic Coordinator · Multidisciplinary profile

EXPERIENCE

- **Lecturer & Academic Coordinator — Games Programming** — 2021 → present
  SAE Institute Geneva
  Teaching C# / Unity (gameplay, UI, procedural generation, AI) and C++. Curriculum design and coordination, exam writing, supervision of student projects and running masterclasses with guest speakers.

- **Founder — Unity development, games & tools** — Nov 2015 → present · Lyon
  Studio Albert · Freelance
  VR / AR / XR applications built with Unity, real-time interactive systems, prototyping and technical support. Notable projects: Savoirs en mouvement (AR — QIMEL), SNCF training tool (real-time 3D simulator of the braking system), Spreads (video / VJ installation, Arduino + LEDs).

- **Lecturer — Games Programming (C# / Unity)** — Sept 2023 → Apr 2026
  Game Sup — Lyon
  Teaching game programming with Unity (Game Design foundation year, Game Design Bachelor years 1 and 2). Project supervision (action shooters, tower defense, roguelites), course design and industry watch.

- **Trainer — Unity AR / VR (Game Design Bachelor, year 1)** — Jan 2021 → Sept 2024
  E-Artsup — Lyon
  Teaching Unity and the development of AR / VR experiences to first-year students.

- **Lecturer — Game Development (C# / Unity)** — Oct 2021 → June 2023
  Bellecour École — Lyon
  Teaching game development with Unity; supervision and coordination of final-year projects.

- **Lecturer — Creative coding** — 2018 → Sept 2023 · Lyon
  École de Condé Lyon · Freelance
  Programming as a creative medium — P5.js, Processing, Spark AR Studio.

- **Unity Trainer — Video game creation and development** — Dec 2018 → Sept 2022
  Pôle Supérieur de Design, Villefontaine · Freelance
  DSAA Design Villefontaine: Unity courses and workshops (video games and VR).

- **Earlier career** — 1998 → 2015
  Software developer — LogSystem (2010–15, Lyon · WinDev, C# .NET), PRESI (2008–10, Grenoble · micrometric measurement & computer vision, C++ / OpenCV), Gebo Industries (1998–2000, Strasbourg · real-time production supervision & control).
  3D / VFX artist — Freelance (2006–07 · Dior, CyberGroup, Okiana), Atomika (2003–06, permanent · Buena Vista, Warner, Universal, StudioCanal).

PROJECTS & TEACHING WORK

- **Interactive teaching widgets** — course material
  A* pathfinding · dot product
  Interactive demos designed to visualise concepts in class and support student exercises.

- **Procedural generation** — Unity prototypes
  BSP · MST · Wave Function Collapse · Markov chains
  Dungeons through binary space partitioning, corridors linked by a minimum spanning tree, level generation with WFC and procedural sequences with Markov chains.

- **Unity gameplay systems** — reusable building blocks
  UI Toolkit · ScriptableObjects · Splines
  Inventory (UI Toolkit), QTE system (Strategy + ScriptableObjects), Event Bus, rail system (Splines).

Portfolio, demos and detailed source code at www.studio-albert.com/en