



THOMAS SERAFIN

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Driver's license

9 rue des ajoncs 33850
Léognan, FRANCE

CONTACT

+33 6 58 48 15 33

thom1.serafin@gmail.com

[LinkedIn](#)

[Portfolio](#)

[GitHub](#)

TECH STACK

- Languages: C#, C++, Python, TypeScript, Blueprints
- Engines: Unity, Unreal Engine, Node.js, React, Blender,
- Tools: Git, REST APIs, Linux, Meta Quest, Agile

SOFT SKILLS

- Rapid prototyping
- Design sensibility
- Real-time problem solving
- Collaboration

LANGUAGES

- French (Native)
- English (C1)
- German (B1)
- Spanish (A2)

PROFILE

Real-time 3D, Web, and Backend Developer with 3+ years of experience building interactive immersive systems with Unity and modern technologies. Willing to relocate to Germany.



PROJECTS

XR Weather Forecast (Unity - Python) [\[Trailer\]](#)

Real-time AR weather visualization system developed in Unity XR with Python backend and interactive data visualization.

- Integrated OpenMeteo API data using FastAPI and WebSocket real-time communication.
- Designed interactive XR histogram visualizations with immersive weather feedback.
- Optimized rendering, data streaming, and visual effects

3D Interactive Museum (Unity) [\[Trailer\]](#) [\[Github\]](#)

Immersive real-time 3D museum experience developed in Unity, combining cinematic direction, interactive environments, and spatial audio.

- Created guided sequences using Timeline and Cinemachine for immersive scene direction.
- Implemented first-person navigation, interactive artworks, and spatialized audio systems.
- Designed visually cohesive environments focused on immersion, atmosphere, and user experience.



PROFESSIONAL EXPERIENCE

Freelance / Independent Developer [\[Projects\]](#)

Jan. 2026 - Present

- Serious game development for enterprise and collaborative projects (freelance & volunteer)
- Active participation in game development and real-time 3D projects in production contexts

IRIT Toulouse - France (End of study project) [\[Project\]](#)

June - Nov. 2025

- Developed multi-user collaborative systems using Mixed Reality (HMI) with augmented reality peephole interactions.
- Integrated and deployed Unity-based VR applications on Meta Quest 3 with real-time networking (Netcode) and interaction systems.

Laboratoire LJK - Grenoble, France (Internship)

June - July 2024

- Applied machine learning techniques (PyTorch) to scientific problems



EDUCATION

ENSIMAG - Engineering Degree (Computer Science & Applied Mathematics)

2022 - 2025

Chalmers University of Technology - Exchange, Sweden

2024 - 2025

CPGE PCSI - Bordeaux, France

2020 - 2022



INTERESTS

Rock climbing, music (piano, composition, [orchestration](#)), [painting](#), theater