Building the future on the Apple Vision Pro # - Spatial Computing & XR

Top Skills

Swift (Programming Language)
Start-up Consulting
visionOS

Languages

Français (Native or Bilingual)
Anglais (Professional Working)

Summary

I specialize in extended reality (XR), with extensive experience creating immersive experiences for platforms such as Oculus Quest, HoloLens, and mobile devices. I see myself as a product engineer, dedicated not only to coding but also to building products with a deep commitment to quality and user experience.

Recently, I have expanded my expertise as a visionOS developer, consultant, and speaker, focusing on applications for the Vision Pro platform since its announcement in 2023.

In addition to development, I provide strategic advice to help companies navigate the Apple ecosystem and fully leverage Vision Pro and visionOS. My goal is to assist businesses in developing effective and engaging XR products. I am committed to continuous learning and sharing my knowledge to contribute to the growth of the XR community.

Experience

Freelance
visionOS developer, consultant & speaker
December 2023 - Present (9 months)

visionOS developer, consultant, and speaker specializing in crafting apps for the Vision Pro platform. I've been honing my skills since the announcement in 2023 and was among the first French developers to dive into Vision Pro when it launched in 2024.

Beyond development, I offer strategic advice on navigating the Apple ecosystem, helping companies make the most of the Vision Pro and visionOS.

Opuscope
3 years 11 months

Technical Product Manager
September 2021 - December 2023 (2 years 4 months)
Ville de Paris, Île-de-France, France

As a Technical Product Manager at Opuscope, I leverage my technical expertise and leadership skills to drive product development and ensure the seamless integration of innovative features.

Lead Software Engineer
February 2020 - September 2021 (1 year 8 months)
Paris, Île-de-France, France

In my role as a Lead Software Engineer working on Minsar Studio, I had the opportunity to contribute to the development of augmented reality features. Collaborating with a talented team, we focused on delivering user-friendly AR solutions that enabled users to design and share immersive experiences with ease and efficiency.

Realcast
Lead Software Engineer
January 2018 - February 2020 (2 years 2 months)
Paris

As a Lead Software Engineer at Realcast, I played a pivotal role in developing location-based experiences, including the award-winning 'Insurrection 1944,' an immersive XR experience that transports users into the heart of the French armed resistance. In addition to project development, I focused on refining our processes and implementing cleaner architecture to ensure streamlined workflows and enhanced overall efficiency.

Astrakhan
Software Engineer
March 2017 - November 2017 (9 months)

I worked as a developer on the prototype of UpRooM, an eXtended reality-based solution for enriching remote workplace experiences. The prototype was developed using the Unity3D engine targeting the HoloLens 1 device.

EDF
Software Engineer
April 2016 - September 2016 (6 months)
Palaiseau

I contributed to the development of a prototype that utilized a large touchscreen interface for navigating and planning operations within nuclear plants. This innovative solution aimed to streamline processes and enhanced operational efficiency by providing an intuitive and interactive tool for visualizing complex facility layouts and workflows.

ARFORIA
Software Engineer
October 2014 - January 2015 (4 months)
Région de Paris, France

I built pioneering virtual reality experiences for exploring real estate projects using the Oculus Rift DK2. These immersive experiences allowed users to virtually tour properties, providing an innovative way to showcase and evaluate real estate developments.

Nexity
Search Engine Optimization Analyst
January 2013 - February 2013 (2 months)

Education

EFREI - Ecole Française d'Electronique et d'Informatique
 · (2011 - 2017)

Lycée Saint-Pierre Fourrier
BAC ES · (2010 - 2011)

LUHE Highschool, Pekin, Chine
 · (2009 - 2010)