

Nino Masseteau

Engine & Game developer

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Engine and game developer with experience working on simulation. Comfortable with rendering, gameplay in Unreal Engine with C++/blueprints, and enjoy physic calculation and animation programming.

Skills

Game developement speciality

Simulation / Rendering
Tech Art

Programing language

C++ / C# / C / Python

Engines

Unity / Unreal engine 4 & 5

Versionning

Git / Perforce

Graphical Libraries

Open GL / Vulkan

Experience

Unreal engine developer Internship, Côte D'Azur University

Oct 2023 – Jul 2024

Research on air and sound pollution.

Nice, France

Developed a pollution simulation and rendering software, the team is only composed by me and a 3D artist intern leading our project together.

Projects

Synesthesia, Tech art project

2024

Created an experiment where environment react to any music file we want.
Mainly worked on the system that link music and environment.

Red Fox Engine, 3D game Engine

2023

Created a 3D game engine within 4 month.
Mainly worked on the rendering part, and Maths/Physic implementation.

Education

Master' degree in Game Programming, Isart digital

2021 – 2026

School of Video Games & 3D Films.

Paris, France

Languages

French

Native

English

Professional
proficiency

Spanish

Basic working
knowledge

Japanese

Basic knowledge

Hobbies

Siences

Astronomy and programming

Sports

competitive handball,
snowboard, climbing

Games

Video games and tabletop RPG