# Kevin Bouetard

## Unity Lead Developer

Versatile Unity developer with a proven track record in delivering successful projects, ranging from engaging games to cutting-edge 3D viewers for aerospace applications. Specialized in Netcode development, I bring strong technical expertise in C# and Unity, with a focus on seamlessly blending functionality and aesthetics.

## Contact Info

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## Education

**Unity Certification**
2020 - 2023

**L3/L4 Development design**
2015 - 2016

**BTS SIO**
2013 - 2015

## Skills

**Unity Game Development**
Expert, focusing on MMORPG development

**Netcode Development**
Efficient server-client communication

**Multiplayer Game Development**
Multiplayer games with real-time features

**Project Management**
Budget management, Conception, Prod.

## Work Experience

**Dragonfly**
2018 - 2023
Lead developer for an innovative Unity-based 3D viewer designed for aerospace, offering robust entity management, metadata integration, and a powerful API for seamless remote control.

**Slyvek**
2016 - 2024
Sole developer of an MMORPG in Unity, featuring unique hero creation, turn-based strategic battles, and a dynamic world with crafting professions.

**Dodge From Light**
2022 - 2023
Developed a challenging Unity speed and reflex game with user-generated content, offering over 700 cosmetic items, global leaderboards, and a collaborative map editor.

### Lot more projects and games here



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C#- Unity - Netcode - Shaders - C++ - Java - web - Database   -   see vrdtmstudio.com