

SOPHIA MARY

Unity Game Developer | 3D/VR Specialist |
C# | WebGL | Mobile & Metaverse

Informations Personnelles

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Competences

SOFTWARES

Unity (2022.x)	C++
Unreal Engine 5	C#
MAYA	3DS MAX
SUBSTANCE PAINTER	JIRA
AR/VR	Firebase
Premier pro	Blueprints
Mira Board	SLACK
GitHub	Visual Studio

Formations Certifiantes

Flash # Unity 3D # Unreal #Android

Education

2023-2025	MSc, Game Design, Development, and VR University of Mysore (Remote / International), India Specialization: Unity, 3D Asset Integration, VR Experiences
2009-2013	BACHELOR OF TECHNOLOGY, Information Technology Rajasthan University, INDIA

Langues

ENGLISH | Professional
FRENCH | A2 Level

Résumé

Game Developer with 4+ years' experience delivering immersive, optimized games using Unity, C#, and WebGL. Background in both indie and enterprise-grade systems. Currently based in Paris, actively seeking opportunities with French or international studios focused on innovation, VR, or multiplayer experiences.

Experience Professionnelle

Cobox Metaverse – Game Developer

Paris, Remote | Nov 2023 – Present

- Developed immersive metaverse games using Unity 2022 & Unreal
- Built WebGL/mobile games; optimized assets for high performance
- Integrated multiplayer (Photon), Firebase, and cloud services
- Used Git, Slack, JIRA in Agile environment

European Parliament - Full Stack Java Consultant

Brussels, Belgium | Jan 2020 – Nov 2023

- Focused on security, scalability, and maintainability, ensuring the application met high regulatory standards required in government and enterprise software.

Upwork – Game Developer (Freelance)

Remote | Nov 2017 – Aug 2019

- Completed 10+ freelance projects with 4.9★ rating across Unity & Unreal
- Built AI systems, mechanics, and monetization strategies
- Delivered games for mobile, WebGL, and PC platforms

IBM - Java Developer

Bangalore, India | Aug 2014 – Jul 2018

- Developed large-scale Java applications for enterprise solutions, focusing on performance, security, and maintainability.

Projects

- **Blackwood Forest**
Suspense-driven Unreal Engine puzzle game with dynamic outcomes; implemented using C++ and Blueprints.
- **Lobby**
Metaverse-style multiplayer lobby built entirely in Unreal Blueprints for player login and interaction.
- **Nocode Beta**
Unreal sandbox project with multiplayer, blockchain integration, and cloud-based environment sharing.
- **Telegram Starship saga**
Unity space shooter with Firebase, leaderboard, and crypto-reward mechanics.
- **Skyroads 3D**
3D remake of classic 2D game in Unreal Engine; designed, textured, and implemented all environments.
- **BubblePop2020**
Casual Unity 3D puzzle game combining bubble shooter and block merge mechanics.
- **Zombies Vs Humans**
2.5D Unity platformer featuring fast-paced combat, power-ups, and stylized level design.
- **Edifing**
Created animated, SEO-optimized content for YouTube channels (@AachiTV, @JioJeeBharKe); achieved monetization through self-driven learning in editing, UI/UX, and digital strategy