SEBASTIEN FESER

Game Engineer & Technical Lead

CONTACT

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- 🌐 sebastienfeser.ch
- 📅 Born 15/10/1996

SKILLS

Languages

`C++` `C#` `Python` `JavaScript` `PHP` `GLSL`

Game Dev

`Unity` `OpenGL` `SDL2` `SFML` `Photon`

Tools

`Git` `CMake` `React.js` `Blender`

Methods

`Scrum` `Agile` `Git Flow`

LANGUAGES

French	Native
English	C1
German	B1
Italian	B1

INTERESTS

Piano • Geopolitics • History
World Building • Trekking • Scuba Diving

PROFILE

Game Engineer with 5+ years of experience in game and engine development. Expertise in low-level C++ and Unity, with proven leadership experience (led a team of 25 people). I combine technical rigor with product vision to deliver performant and engaging game experiences.

19+	**25**	**5+**
PUBLISHED GAMES	TEAM MEMBERS LED	YEARS EXPERIENCE

PROFESSIONAL EXPERIENCE

Developer `Current`
University of Geneva — Dec 2025 - Present
- ‣ Development of projects involving generative AI
- ‣ Exploration of AI-augmented development workflows
- ‣ Contributing to research-oriented applications

Gameplay Programmer & Project Lead `Current`
Mon Eco Pote — Nov 2024 - Present
- ‣ Leading a team of 3-4 people (developers + artists)
- ‣ Developing educational mobile mini-games with Unity
- ‣ Managing production pipeline and asset integration

Full-Stack Web Developer
City of Lausanne — Feb 2025 - Nov 2025
- ‣ Front-end and back-end development (React.js, PHP, JavaScript)
- ‣ Team collaboration using SCRUM methodology
- ‣ Version control with Git

Developer (Internship)
Athena Technologies Sàrl — Feb 2024
- ‣ Web application development
- ‣ Testing and validation with R Studio

NOTABLE PROJECTS

Aer Racers — Nintendo Switch
Project Manager & Gameplay Programmer • Team of 25
Ghibli-inspired multiplayer pod racing game. Custom C++ engine, waypoint systems and UI development.

Neko Engine
C++ • SDL2 • OpenGL ES 3.0
Contributed to a cross-platform 3D game engine (Desktop, WebGL2, Switch).

19+ Published Games
Unity • Game Jams • itch.io
Including Dreamness, The 13th Hour, Forgoten Hero, Gravity Punk.

EDUCATION

Bachelor of Science in Games Programming (180 ECTS)
SAE Institute Geneva
2018 - 2023
Thesis: "Impact of biofeedback in survival horror games" — VR game with biometric integration

Bilingual High School Diploma (French-Italian)
Lycée Pareto, Mies
2016