

KILLIAN MARCANTEI

3D & REAL-TIME TECHNICAL DESIGNER

I enjoy designing interactive 3D experiences and real-time tools that make technology more intuitive and enjoyable. I mainly work with Unreal Engine (Blueprint) and Unity (C#) to create prototypes, 3D interactions, technical UI, and digital twins. I particularly value collaboration with R&D and business teams to turn their needs into concrete and useful solutions.

EXPERIENCES

Dassault Systèmes — Software Engineer & Technical Designer

May 2025 - December 2025 | Sophia-Antipolis

- Integration of interfaces and functional logic for the xHighlight 3D platform
- Development of the user preferences panel (internal API).
- Improvement of interaction workflows in collaboration with R&D teams
- Design of interactive prototypes (navigation, 3D interactions, technical UI)
- Creation of 3D assets and UI mockups for product visualization
- Code delivery through the internal CI/CD pipeline (quality gates, automated analysis)

Axéal — Technical Designer 3D / Digital Twin Developer

April 2022 - Mars 2025 | Lyon

Clients : Orano, Framatome, Naval Group, DCI, Redex

- Design and development of digital twins using Unity (C#) and Unreal Engine (Blueprint)
- Implementation of 3D interactions: inspection, manipulation, visual feedback
- Functional UX and technical UI for business tools and guided procedures
- AR deployment from Unreal Engine 5 to iPad for industrial prototypes
- Creation of 3D assets (models, textures) to accelerate prototyping
- Development of C# applications connected to digital twins

Deathscape — Unity Developer / Designer (Alternance)

October 2019 - Septembre 2021 | Paris

- Design and implementation of interactive puzzles in Unity (C#)
- Development of interaction logic: triggers, events, feedbacks, game states
- Rapid level prototyping and critical path organization (solution flow)
- Integration of 3D assets, scene setup, optimization of readability and interactivity
- Collaboration with art and narrative teams to align mechanics and scenario

EDUCATION

ICAN — Paris

2016 - 2021

Master's & Bachelor's Degree – Game Design & Interactive Experiences

- Technical coursework: Unity (C#), Unreal Engine Blueprint, level scripting, rapid prototyping
- Interactive experience design: game feel, 3D interactions, systems and mechanics
- 3D production: modeling, texturing, real-time pipelines
- Methodology: design documents, Agile project management, iterative workflows
- Practical projects: interactive prototypes, simple internal tools, multidisciplinary team projects

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KEY SKILLS

REAL-TIME & 3D ENGINES

- Unreal Engine 4/5 (Blueprint, interactions, technical UI, prototyping)
- Unity 3D (C#, interactive sequences, digital twins)
- 3D visualization, technical interactions, business tools

UI TECHNIQUE

- UI integration in UE5 (UMG – fundamentals) and Unity UI
- Functional panels, overlays, interaction logic
- Interface design and integration for 3D tools & environment

DÉVELOPPEMENT

- Blueprint (Unreal Engine)
- C# (Unity)
- React / TypeScript / JS (learning)
- API usage (Postman, unit testing)
- CI/CD pipelines (Dassault Systèmes)

3D

- Modeling (Blender)
- Texturing (Substance Painter) / UV Map
- Real-time asset preparation

OUTILS

- Git, GitLab, Fork
- VS Code, Postman, Jira
- Confluence, Blender, Substance Painter
- Figma, Adobe Suite

LANGUAGES

French

Native language

English

Professional proficiency

INTERESTS

Rock climbing, Video games, Literature, Figurine painting.