

STEPHEN GROSJEAN

Unity & C# Developer

CONTACT

Geneva, Switzerland

+33 6 29 49 64 24

stephengrosjean.m@gmail.com

LANGUAGES

French - Native

English - Professional

CORE SKILLS

Unity 3D (7 years)

C# / .NET

C++

Python

Git / GitHub / GitLab

ScriptableObjects

Mobile Development

Android / iOS

Performance Optimization

Unity Timeline

3D Simulation

LOGICIELS

Unity Engine

Visual Studio / Rider

Blender / Maya

Adobe (PS / Ill / AE)

PORTFOLIO

stephengrosjean.ch

itch.io

Unity/C# developer with 4 years of experience, founder of UNCERT Games. Specializes in gameplay systems, software architecture (ScriptableObjects, MVC), PC/mobile performance optimization, and full-cycle development from start to finish. One game published on Steam, and two mobile apps currently available on the App Store and Google Play.

PROFESSIONAL EXPERIENCE

Founder & Lead Developer | UNCERT Games

2022 - Now

- Solo design and development of PC/mobile Games in Unity/C#, from concept to published release
- Nexen (Steam, oct. 2025) : 3D survival horror with behavioral enemy AI, 3 game modes, Steam Achievements and Leaderboards
- Guardian Gunner & Cublytical : Mobile games live on App Store and Google Play
- ScriptableObject-driven architecture, performance optimization, full production pipeline management

Unity Developer - Internship | TECFA, University of Geneva

June 2020

- Contributed to Carezheimer, an adaptive narrative serious game for Alzheimer's family caregivers
- Unity scene optimization, animation integration, user interaction systems development
- Project published at IEEE SeGAH (Serious Games and Applications for Health)

Unity Developer – Private Contract | Urban Kart'in

2020 - Now

- Development of a mobile kart racing simulator in Unity C#
- Long term project follow-up with iterative updates and feature additions

Summer Camp Instructor | Creatorz Academy

August 2021

- Taught Unity C#, game design and 3D/2D modelling to students aged 13-19
- Full supervision of a functional game built in 2 weeks

EDUCATION

Bachelor of Science - Games Programming

2020 - 2021

SAE Institute Geneva

- Built a custom C++ game engine from scratch (rendering, physics, input systems)
- Shipped a complete game on Nintendo Switch
- Skills : C#, C++, Unity, 3D Mathematics, software architecture, Agile

Diploma - Games Programming

2018 - 2020

SAE Institute Geneva

- Object-oriented programming foundations, Unity, C#, Game design, playable prototype development

International Baccalaureate

2012 - 2018

International School of Geneva, La Grande Boissière

NOTABLE PROJECTS

NEXEN - 3D survival horror, released on Steam (Oct. 2025)

- Behavioral enemy AI, multi-mode gameplay, Steam Achievements, leaderboards

Guardian Gunner - Mobile action game (App Store & Google Play)

- ScriptableObject-driven upgrade system, Android/iOS mobile optimization

Carezheimer (TECFA / Unige) - Serious game, published at IEEE SeGAH

- Adaptive narrative serious game for Alzheimer caregivers, built within an academic research team

10+ projects on itch.io - stgm1.itch.io

- Action games, dungeon crawlers, puzzles, platformers, rhythm game, several playable in browser