



# THOMAS ECOLASSE

UI/UX Developer  
(UNITY)

## PROFILE

Passionate game developer with 9+ years of experience in UI/UX design. Skilled in creating intuitive and visually appealing interfaces for players. Experienced in Unity, C#, Figma, and mobile game industry trends.

## CONTACT

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## EDUCATION

### Ingésup – Software Engineering Masters Diploma

2010-2013

Completed 3 years of alternating work-study program during education, gaining valuable experience at Planet Nemo and Lexis Numerique in the gaming industry.

### Coursera – Google UX Design Certification

2022

Completed a 6-month online course on UX design from Google, covering user-centered design, user research, prototyping, and collaboration.

## EMPLOYEMENT HISTORY

### Betcltic - Research And Development Engineer

2020 – Present

Developed and executed prototypes (Unity) aimed at revolutionizing the sports betting industry and working on confidential projects. Contributed to company success through innovative thinking and design.

### Triplefun – Video Game Developer

2014 - 2020

Developed mobile games for Android and iOS with a focus on UI integration, animation creation, plugin management, and mobile deployment. Demonstrated strong skills in game development and optimization.

## SKILLS

