

Robert Edilber

C# Freelance Developer

📍 Angoulême

📞 [06 77 29 04 42](tel:0677290442)

✉️ robert.edilber@mailbox.org

About Me

C# Developer with 7+ years of experience, in both small and large companies.

I have been working as a Freelancer since 2022, with services ranging from C# development to web design.

I like to write simple and readable code, that fits the current and future needs of a project. I care a lot about the final user experience.

Understanding the need helps me achieve my tasks better, and in a more user-oriented way.

Technologies

C#

Unity, .NET (Core & Framework), UWP

DevOps

Azure DevOps, GitLab, GitHub, Build Pipelines

Platforms

Android, Meta Quest, UWP, Windows Forms, HoloLens

Web Development

HTML, CSS, React.js, Svelte, Astro

Hosting & Cloud

Docker, Linux, Self Hosting, VMs

Languages

French

Native

English

Fluent

Korean

Beginner

Freelance Work

Elevate Health (CAE Canada)

2022 - Active

C# Developer (AR/VR, .NET Core)

- Integration of tools based on LLMs into existing applications.
- Deployment of applications on various distribution platforms (Meta Horizon, Microsoft Store).
- Development of a proof of concept in an ASP.NET application demonstrating the use of generative AI.
- Integration of a licensing system for existing applications.
- Support for various clients (Fresenius Medical Care, Triton Systems).

Web Development

2022 - Active

Design, layout, and development services

- lesjack.fr (HTML/CSS/Astro)
- felismajor.com (HTML/CSS/Astro)
- + 2 other projects in the making

Experience

Elevate Health (CAE Canada)

2020 - 2022

C# Developer (AR/VR, .NET Core)

Montreal, QC, CANADA

🔗 elevatehealth.net

- Design and implementation of software architectures, with the goal of enabling communication between the various services offered by Elevate Health and virtual reality applications.
- Design of frameworks and tools to facilitate the development of mixed reality applications (Unity/C#).
- Services for various clients (Merck, ASA, AO Foundation, Fresenius Medical Care, etc.), including research and development.
- Development of multi-user features in virtual reality, using Photon Realtime (Unity/C#).
- Establishment of automated build pipelines on the Azure DevOps platform.

Stockholm Syndrome AI

2019 - 2020

Technical Game Designer

Montreal, QC, CANADA

🔗 ca.linkedin.com/company/stosynai

- Development, code maintenance, and consulting on various projects (Unity/C#).
- Design and implementation of game AI in client projects.

Super Splendide

2018 - 2019

C# Unity Developer - R&D

Montreal, QC, CANADA

🔗 supersplendide.com

- Design and implementation of 3D user interfaces for virtual reality applications (Unity/C#).
- Lead R&D developer on a virtual reality animation technology (Unity/C#).
- Workplace safety training projects in virtual reality (Unity/C#).

Spearhead Games

2017-2018

QA Tester

Montreal, QC, CANADA

🔗 spearheadgames.ca

- Testing the game 'Omensight' in Unreal Engine

Grave Danger Games

2015 - 2017

Developer

Montreal, QC, CANADA

🔗 store.steampowered.com/app/618310/AFTERGRINDER

- Game design, programming, and sound design for the game 'Aftergrinder' (Game Maker Studio).
- Deployment of the game on Steam.

Profiles

[in linkedin.com/in/robertedilber](https://www.linkedin.com/in/robertedilber)

github.com/robertedilber

Education

AEC. Game Design 2017

ISART Digital - Montreal, QC, Canada

BAC ES 2015

Lycée E. Vaillant - Vierzon, France

Projects

Solen

2022 - Active

felismajor.com/solen

- Solen is a narrative adventure game in which you play as the manager of a hotel in a haunted seaside resort.
- 2023 - Laureate of the "aide à l'écriture" grant from the CNC.
- 2023 - Laureate of the Game Crealab writing residency (Lyon).
- 2022 - Laureate of the Wizz incubation program (Angoulême).

Generative Chorus

2018

hexagram.ca/en/demo37-marine-theunissen-generative-chorus

Creation of an experimental game in collaboration with Marine Theunissen and Raphaël Dely, based on the work Generative Chorus.

- Exhibition at the Ars Electronica festival (2018).

Scandroid Game Prototype

2017-2018

fixtmusic.com

Prototyping a game for the independent music label FiXT, based on one of the label's artists (Scandroid).