

Thibaut Pladet

XR & Simulation Software Engineer

Unreal Engine 5 / C++ · Unity / C# · VR / AR · AI

Available immediately for permanent or fixed-term roles. Based in Paris, open to relocation in France and abroad.

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PROFILE

I build virtual reality and simulation applications. At CEA-List, a French public research institute, I spent six months working in Unreal Engine 5 C++ on a VR training application for industrial assembly, where I developed the visual guides that show operators how a part fits together before they handle it. Coming from a humanities and social sciences preparatory class and a degree in geography, I design every simulation around the person who will use it.

SKILLS

Engines & XR Unreal Engine 5 · Blueprints · Unity · VR · AR · Physics simulation (XDE) · Blender

Headsets Meta Quest 3 · PICO 4 Ultra · HTC Vive Focus 3

Languages C++ · C# · C · Python · Java · Kotlin

Tools & AI Git / GitHub · Deep Reinforcement, Machine & Active Learning · Power BI · QGIS · ArcGIS

Methods HCI / UI-UX design · Agile / Scrum / Kanban · Project management · Technical documentation

PROFESSIONAL EXPERIENCE

R&D Engineering Intern, Virtual Reality & Physics Simulation Mar 2026 – Aug 2026
CEA-List, Interactive Simulation Laboratory (LSI), Palaiseau, France · final-year internship

- Developed in C++ (Unreal Engine 5), within the LSI's proprietary framework, the VR visual guides of an industrial assembly training application built on the XDE physics engine: "ghost" parts replay the degrees of freedom of each mechanical joint to guide the operator.
- VR interaction: teleportation, grabbing physics-driven objects via XDE manipulators, Blueprint interactions and abstractions.
- Design, development and debugging in an Agile workflow, down to bugs that only appeared in Release builds.
- Wrote the module's technical documentation, shared across the laboratory.

GIS Intern Jun 2024 – Aug 2024
ENEDIS (EDF Group), Languedoc-Roussillon Mapping Department, Montpellier, France

- Built territorial data study grids in QGIS and ArcGIS.
- Data sorting with Python and Power BI.

PROJECTS

TerraPolis augmented reality · project lead ENSIM, 2025–26
Environmental and anthropological simulation in AR, driven by Deep Reinforcement Learning (CNN). Unity, Python.

SOLAS virtual reality · project lead, team of 4 ENSIM, 2024–25
Serious game for learning astronomy in VR. Unity, C#.

Mystic Minigolf VR minigolf game, built as a pair. Unity, C#. ENSIM, 2024–25

The Undead Clock survival mini-game in Unreal Engine 5, built entirely in Blueprints. ENSIM, 2025–26

ENSIM 2023 Carbon Footprint Assessment · project lead ENSIM, 2023–24

EDUCATION

Master's-level Engineering Degree in Computer Science, HCI specialization, ENSIM, Le Mans 2023 – 2026

Bachelor's Degree in Geography and Spatial Planning, Le Mans University, dual-degree program 2023 – 2024

Preparatory Classes (CPGE B/L) in literature and social sciences, Lycée Henri IV, Béziers 2021 – 2023

LANGUAGES & ACTIVITIES

Languages French (native), English B2 (TOEIC 815/990)

Abroad 3-month volunteering on a farm in the United Kingdom (2025), Model United Nations in Germany (2024)

Other store associate at LIDL (summer 2023), member of the Laurens blood donors' association (EFS) since 2022

Entrepreneurship French student-entrepreneur status, Pépité Pays de la Loire (2025): mobile app project with AI

Interests Virtual and Augmented Reality, XR simulations, Artificial Intelligence, social sciences. EU driver's license.