

Xavier Laborie

Technical Artist (Real Time 3D)

www.xl-tech.art

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(FR)+336 58 40 91 79

SKILLS

Real-Time Rendering
Shader Development
GPU Programming / Profiling
3D Pipelines
AR/VR
Tools Development

CORE STACK

HLSL/GLSL/Shader graph
Unity / C#
RealityKit
OpenGL
Git
Blender
Figma

EDUCATION

Mines Telecom Institute Evry, France

2014-2016

Master's degree in Innovation and
Entrepreneurship

Paris Sorbonne University Paris, France

2011-2014

Bachelor's degree in Foreign Applied
Languages English/German

OTHER

Personal Projects

Game Dev

I've been developing games as a
hobby, for VisionPro, mobile or PC

AR/VR Apps

I'm also often working with a swift
developer on VisionPro prototype
apps

EXPERIENCE

Immersiv.io | Technical Artist

Paris, FRANCE | 2023 - Present



- Technical art ownership for sports viewing apps
gathering **3M+ users** across WebGL, mobile, and AR/VR surfaces
- GPU performance debugging
- Asset integration pipeline
- Custom shader development
- Custom renderer and design tools development
- AR/VR immersive environments (VisionPro, META)

Freelance | Technical Artist

Paris, FRANCE | 2022 - 2023

- UI animation and Unity integration for games (WebGL, Mobile)
- Custom shader development (Shader graph)
- Technical Art in Unity for hyper casual games with a publisher

R-Pur | UI Designer

Paris, FRANCE | 2021 - 2022

- Creation of additional UI for the existing application, with
animations and interactive responsive prototypes.
- Design of other communication supports such as 3D renders,
brochures and pitch decks.

EARLIER EXPERIENCE

French-Korean Chamber of Commerce and Industry | Video Editor - Communication PM

Seoul, SOUTH KOREA | 2019 - 2021

Working-Holiday Year in South Korea

Seoul, SOUTH KOREA | 2018 - 2019

Ubisoft Shanghai | Project Management Intern

Shanghai, CHINA | 2017 - 2018