



Nathan Attia

Arts et Métiers Engineer

&

Research Master

"3D Interactive Technologies Management" (MTI3D)

INFO

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Driver license



LANGUAGES

French - native

English - working level (C1)

Japanese - Beginner (JLPT 5)

SKILLS

Relational & Management

- Agile management
- Curiosity and valuing diversity
- Relational comfort, good communication
- Adaptation ability
- Spotlighting talents of peoples

Technique & Creativity

- Blender, Substance, Unity, Photoshop
- Final Cut Pro, Motion, Compressor
- MS Pack Office & Gdrive tools
- Notion & project management tool

Computer science & Network

- Python, C#, SQL
- Proxmox, Ubiquiti Networks
- Atlassian tools (Confluence, Jira, Trello ...)
- Linux, Mac OS, Windows, Synology
- Server management, Git
- Network knowledge

Virtual Reality Engineer

Fondation Campus Biotech Geneva

EXPERIENCES

- 2024
6 months **Platform manager ad interim** - Fondation Campus Biotech Geneva
 - Team management, crisis management (audit, smaller team, budget issues, delays ...)
 - Project management tools benchmark and improvements
 - Administrative and budget management, link with the direction
- 2021 - Actual **Virtual Reality Engineer** - Fondation Campus Biotech Geneva
vr.fcbg.ch
 - Interactives application and serious game creation and development
 - Gamification expertise
 - Project management
- 2020 - 2021 **Legal Coordinator and Accounts Administrator**
Union des Élèves - Arts et Métiers (3500 members, 6.8M€)
 - Management in close collaboration with the president and the treasurer of an annual 6.8M€ budget (2.5M€ for the federation and 4.3M€ of the 8 federated associations)
 - Checking, writing and signing contracts, statutes, regulations, conventions ...
 - Principal contact with lawyers, insurances and notably a large redesign work about the general insurance contract for the federation (640 events/year)
 - Supervision of national projects and of 9 national sections (in particular, thinking about contract negotiations strategies and COVID crisis management)
 - Coordination and preparing legal formations about associations for the 8 local offices teams
- 2021 **Internship, Mocaplab motion capture**
 - Responsible of Eye tracker hardware development (Benchmark, financial and technical comparison, long-term vision, tests, documentation writing ...)
- 2019 - 2020 **President, student club "TV KIN"**
 - Direction, video editing and organization of shoots for after movies, communication videos...
 - Management of a 4 people team to realize a 11 episodes show (between 10 - 30 min / episode)
- 2019 - 2020 **President, Student Club "AM REZAL KIN" (network management)**
 - Network administration of a 400 persons residence by managing a 5 members team
 - Maintenance and upgrading of established installations (from 250 up to 5000 users)
 - Answering to computer science issues and project from the need of student life
- 2016 - 2019 **Treasurer then president - "Actors Studio Company"**
 - Team and conflict management (7 persons) and animation of theater sessions (up to 25 participants)
 - Prospecting, staging and show production

EDUCATION

- 2020 - 2021 **Laval Virtual Center**: Top European VR research institute
"Research Master MTI3D" Laval (France)
 - Innovating projects with virtual reality devices and technologies (see skills section)
- 2018 - 2021 **Arts et Métiers**: Top French graduate engineering school, Aix-en-Provence (France)
 - General engineering (Management, finance, programming, mechanics, electronics ...)
- 2015 - 2018 **Intensive graduates' studies** specialized in maths, physics and technologies preparing for competitive entrance exams for French engineering schools.
Jean Perrin High School, Marseille (France)

HOBBIES

Private pilot
Skipper

Film director

Passionate of cinema and video game innovation

Kung-fu

• 10 years of theater
• Various artistic support

Diving instructor lv. 2