

ERIC LOWRY



INFO

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- **Online Portfolio** <<https://eric-lowry.com>>
- **LinkedIn** <<https://www.linkedin.com/in/ericlowry14>>
- **GitHub** <<https://github.com/ELowry>>

Professional Summary

Systems-driven designer and entrepreneur with 10+ years experience bridging spatial logic, human behavior, and interactive technology. Founding Partner at CinQ, specializing in the development of Unity3D-based immersive training environments for advanced soft skills. Expertise in UX/UI design, technical project management, and team-building facilitation. Proven ability to translate complex pedagogical goals into intuitive digital systems and functional architectural spaces.

Technical Skills

- **Game Engines & Languages:** Unity3D, C#, JavaScript, PHP, HTML/CSS.
- **Game Dev & Engineering:** UI/UX Development, Gameplay Programming, Multiplayer Systems (Netcode for GameObjects), Performance Optimization, CI/CD Pipeline Automation, Cross-Platform Development, Agile/Scrum.
- **Software & Design:** Blender, Rhino 3D, AutoCAD, Adobe Creative Suite (Photoshop, Illustrator, Premiere Pro).

Professional Experience

Founding Partner and Director of Product & Operations | CinQ (Disruptive Learning Solutions) 2016 – Present

- **Game & Systems Engineering:** Led the technical development and deployment of a cross-platform multiplayer sandbox (Windows, macOS, Android) used by 100+ corporate leaders from Fortune 500 companies.
- **Multiplayer & Architecture:** Migrated the legacy codebase to Unity's *Netcode for GameObjects*, engineering robust multiplayer networking solutions to bypass strict corporate firewalls and improve session stability.
- **UI/UX Development:** Designed and programmed the end-to-end user interface and layer-based input stack in Unity3D/C#, optimizing the UX for non-gamer professional audiences.
- **CI/CD & Automation:** Architected automated build pipelines using Bash and PowerShell to compile, code-sign, and deploy client builds across multiple platforms (Microsoft Store, Google Play, macOS App Store).
- **Product Strategy & Agile:** Piloted the Agile/Scrum development process, managing the transition from local-network prototypes to a fully scaled online platform.

Freelance Web Developer & Digital Designer 2016 – Present

- Developed highly optimized, responsive web applications and static sites utilizing custom HTML/JS frameworks, Statamic, and Laravel.
- Key projects include full-stack deployment for B2B consultancies and e-commerce frontends (e.g., luzech.co.uk, koalakrash.com).

Partner & Digital Designer | Digital Skin 2015 – 2016

- Developed early-stage prototypes for immersive digital learning experiences and interactive 3D architectural visualizations.

Key Open-Source Projects

- **InputLayers (Unity3D Tool):** Engineered and published a custom, C#-based layer filtering architecture for Unity's Input System to seamlessly manage complex UI states and input exclusivity.
- **WinGet-Updater:** Developed a lightweight PowerShell utility utilizing Windows Package Manager for automated, silent desktop application updates.
- **DNS Toggle:** Built a native Android application (Kotlin) for managing Private DNS network settings and automated Wi-Fi profiles via Quick Settings tiles.

Education

Master of Architecture (Graduated with Honors) *École Nationale Supérieure d'Architecture de Versailles (ENSA-V)* | 2012 – 2015

- **Thesis:** *Video Games' Contributions to Architects and Architecture* – An extensive study on spatial logic in virtual worlds and its feedback loop into physical design.

Landscape Architecture Studies *École Nationale Supérieure du Paysage de Versailles (ENSP)* | 2015

