



Yoann AMAR ASSOULINE



 **Software Developer & Founder of Goldanniyatech**

 **PhD in Semiotics**, Sorbonne University

 **Computer Science Instructor**

Passionate about 3D software development, I began self-learning programming and computer graphics at age 14 (**2004**), and strengthened my foundation through professional experience in IT and communication starting in 2011, alongside my university studies. In **2021**, I founded **Goldanniyatech**.

Software Developer & Computer Science Instructor

Expert Software Developer and founder of Goldanniyatech (**French SIREN: 905 063 103**)

- ▶ Solo **3D Games & websites Developer**, built from scratch (no gen. AI) and self-published
- ▶ Nearly **15 years of professional experience** and over **20 years of continuous practice** in IT


Experienced Computer Science Instructor (**French Instructor ID: 117 567 147 75**)

- ▶ **Worked with 15+ higher education institutions** (Paris Cité University, Collège de Paris, INSECC...) and trained **1,000+ students** (Bachelor's, Master's, and adult career changers)
- ▶ **Courses taught:** 3D Game Dev, 3D Graphics, Programming, Full-stack Web Dev


Computer Science Expertise

 **3D Game Development:** Unreal Engine 5 (UnrealEd, Blueprint, Unreal C++...)

 **3D Graphics:** Blender, Substance Designer, Substance Painter, Photoshop

 **Programming:** C++ 20, Python 3

 **Full-stack Web Development:** HTML, SCSS, TypeScript, Astro, Next.js


 **Fundamentals:** Hardware, Windows, Microsoft 365 (Excel, PowerPoint, Word)

 **Languages:** Bilingual in American English, native French speaker


Education

 **PhD of Language Sciences, Sorbonne University (2018 - 2024)**

- ▶ **Thesis defended** on July 1st, 2024. Doctoral School V Concepts & Languages ([ED 433](#)). STIH Laboratory ([EA 4509](#))
- ▶ Research on Semiotics applied to Computer Science, exploring the evolution of 3D game dev since the 1990s
- ▶ **PhD manuscript** officially approved by the jury, available on goldanniyatech.com/fr/yoann-amar-assouline-phd.html

 **Master of Language Sciences, With Highest Honors, Paris Cité University (2016 - 2018)**

- ▶ **Specialization:** Expertise in Semiology and Communication (ESC)

 **License of Language Sciences, With High Honors, Paris Cité University (2013 - 2016)**

 **First Year of Medical School, Paris Cité University (2012 - 2013)**

Baccalaureate in Literature, Academy of Paris (2012)

- ▶ Obtained as an independent candidate

Experiences: pages 2–3



Yoann AMAR ASSOULINE

Professional Experience (1/2)



Software Developer ~ Goldanniyatech, Paris (since 2021)

- ▶ **Developing the 3D** open-world **game Goldanniyatech** alone and from scratch (no AI) since 2018 (made official in 2021) with **Unreal Engine 5** (Blueprints, C++, etc.). Creating 3D assets with **Blender** (modeling, animation, etc.), and texturing using **Substance 3D** (Designer & Painter) and **Photoshop**.

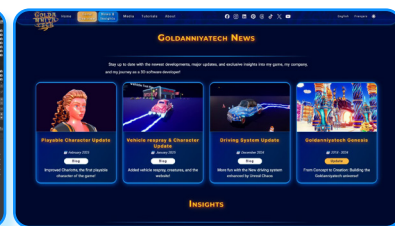
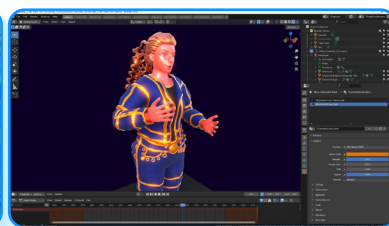
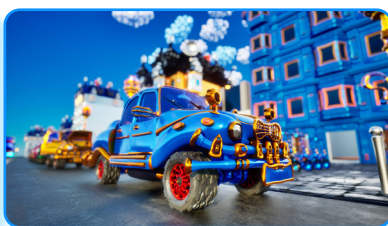
Steam Link: store.steampowered.com/app/3585280

Epic Link: store.epicgames.com/en-US/p/goldanniyatech-a0c4db

- ▶ **Developing** and regularly updating **the Goldanniyatech website**

Made from scratch using HTML, SCSS, TypeScript within the Astro framework with an SSG build.

Website Link: goldanniyatech.com



Computer Science Instructor ~ Paris Cité University, Paris (November - December 2025)

- ▶ Intensive **Python Programming** Workshops (fundamentals, OOP) for university diploma students



English Instructor ~ INSECC, Paris (2023 - December 2025)

- ▶ Teaching **professional English** to accounting students



3D Game Development Instructor ~ Collège de Paris, La Défense (2023 - June 2025)

- ▶ Teaching assignments across 3 schools of **Collège de Paris** : Digital College, École Conte, Metaverse College
- ▶ Training Bachelor's and Master's students in artistic and computer science programs
- ▶ **3D Graphics** with **Blender** and **Substance Painter** (modeling, texturing, animation, rendering, FBX export)
- ▶ **3D Game Development** with **Unreal Engine 5** (UnrealEd, Niagara, Blueprints, C++, optimization, etc.)
- ▶ **Programming** in **Python** (scripting and automation) and **C++** (object-oriented programming)



Computer Science Instructor ~ Kedge Business School, Paris (March – April 2025)

- ▶ Teaching **computer science fundamentals** (Excel, Python, SQL) to accounting students



Computer Science Instructor ~ SupVeto, Paris (2024 - January 2025)

- ▶ Teaching **computer science fundamentals** (Microsoft 365, Python, web development) to Bachelor's students

















Web Development Instructor ~ H3 Hitema, Paris (2023 - 2024)

- ▶ Teaching **web development** (HTML, SCSS, TypeScript, Astro, PHP) to undergraduate students
- ▶ Intensive **programming** workshops (C, C++, Python) for undergraduate students



Yoann AMAR ASSOULINE

Professional Experience (2/2)

-  **Computer Science Instructor** ~ AFORP, Issy-Les-Moulineaux (2023 - 2024)
- ▶ Intensive **programming** workshops (C++, Python) for Master's students
-  **Computer Science Instructor** ~ Golden Collar, Paris (2023)
- ▶ Intensive **programming** workshops (C++, Python) for Bachelor's and Master's students
 - ▶ Teaching **full-stack web development** (HTML, SCSS, TypeScript, Next.js) for Bachelor's and Master's students
-  **3D Graphics Instructor** ~ PEAJ, Paris (2023)
- ▶ Teaching **fundamentals of 3D graphics** (Blender) focused on offline architectural rendering
-  **Web Development Instructor** ~ Aurlom, Paris (2023)
- ▶ Workshop in **web development** (PHP) and **programming** (Python) for undergraduate students
-  **Web Development Instructor** ~ Konexio, Paris (2022)
- ▶ Intensive **web development** courses (HTML, SCSS, JavaScript) for adults undergoing career transition
-  **Computer Science Teacher** ~ Progress, Paris (2022)
- ▶ Workshops in **Python programming** for high school students
-  **3D Graphics Instructor** ~ CFA FORMAP, Paris (2022)
- ▶ Workshops in **3D graphics** (CAD) for offline rendering with Blender for undergraduate students
-  **Software Developer** ~ ELP Microsoft Partner, Paris (2019)
- ▶ Archiving & finance software Development (C#, VBA, SQL) for the AMF (French Financial Markets Authority)
-  **IT Documentation Specialist** ~ Sofrat, Levallois (2018)
- ▶ Scripting (VBA, JavaScript) for documentation data validation for TechnipFMC
-  **Bilingual Technical Communication Specialist** ~ Bolloré, Vaucresson (2016 - 2018)
- ▶ Managed bilingual English communication with international VIP clients (France, US, UK, Singapore)
 - ▶ Linguistic data analysis & processing in US English (Python, Praat, Audacity) for my entire Master degree
-  **Web Developer** ~ Digitas, Levallois (2015)
- ▶ Prototype Web Dev (HTML, CSS, JS, PHP) and CMS Management (Adobe CQ5/ AEM)
-  **IT Specialist** ~ Newrest, Paris (2014)
- ▶ Managed SNCF train inventory (C++ Scripts, VBA) & Documentation (Excel, PowerPoint, Word)
-  **Logistics Manager** ~ Guy Charles Gaudefroy, Saint-Ouen (2011 - 2012)
- ▶ Inventory Management (Excel, VBA)
-  **Bilingual Receptionist (English)** ~ Zénith Paris, Paris (2011)
- ▶ Bilingual (English) reception services for clients and staff