

## Benjamin Tran - Lead developer VR on Unreal Engine

What is a Lead Developer and which differences there is with a developer ? We will explain it and some pieces of advice will be shared for the 4p.m collation.

```
/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { background: #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002a; } #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; }/**/
```

Benjamin worked with several studios such as Cyanide, Multiply Studio and Dreamz where he worked on Magicats : Builder et Magicats. On this project, he was also assisting the CTO and helped to manage the studio. Proficient in C++ and C#, he is now working at Virtual Room as a Lead Developer.



18 décembre 2019  
15h45 - 16h30