

C# DEVELOPER

Video Games & Digital Interactions Engineer Graduate, I am looking for a C#, C++ or Unity developer position



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EDUCATION

Engineering Diploma

ENGINEERING SCHOOL TÉLÉCOM SUDPARIS, INSTITUT
POLYTECHNIQUE DE PARIS (2020 - 2023)

Master Video Games & Digital Interactions

Scientific Preparatory Classes

LYCÉE JANSON DE SAILLY (2017 - 2020)

PROFESSIONAL EXPERIENCE

Internship - Gameplay Programmer on "Just Dance"

UBISOFT PARIS (2023, 6 MONTHS)

- Implemented new features on the live game "Just Dance 2023" in Unity and C#
- Participated in the code refactoring to update it to new standards
- Maintained comprehensive documentation
- Participated in code debugging as part of the live process of Just Dance

Internship - Supply Chain Assistant

DIPROS SRL (2023, 2 MONTHS)

- Created a new automated system to handle the stocks of cosmetic products using VBA and Excel
- Implemented a purchase forecast calculation system in order to dynamically satisfy sales.

Internship - 'Machine Learning' & 'Android' Developer

PMP SAS (2022, 2 MONTHS)

- Created an object detection program using machine learning algorithms to count and class the displayed products of a pharmacy
- Created an API REST on a Linux server to perform the image analysis
- Created an Android application allowing the image analysis by sending taken pictures to the API

Internship - Web Developer

NEYMO, BNP PARIBAS (2021, 2 MONTHS)

- Created the website model for the bank advisors and conception of the first drafts of the website on Angular (Javascript, html, css)
- Created python algorithms to handle database treatment

OTHER EDUCATIONS

1st Prize Project Cassiopee Year 2022

1st Prize in the Academical Finale of the "Olympiades des Sciences de l'Ingénieur", Paris Academy, 2017

"Project Management MOOC" 2020

ASSOCIATIVE EXPERIENCES

President - 3D Modeling Club 'Le RIG'

TELECOM SUDPARIS

Club Management : accounts handling, communication, events handler and training manager of the 3D courses of the club
Organizer of Blend Jams (3D modeling competitions)

Communication Pole - Arts Bureau

TELECOM SUDPARIS

SITES PERSONNELS

Portefolio

<https://biscuitprime.github.io/>

LinkedIn

<https://www.linkedin.com/in/nomico-henri/>

GitHub

<https://github.com/BiscuitPrime>

COMPUTER LANGUAGES

C#, C++, Java, Python, C, SQL, GDScript, Bash,

VBA, HTML, Javascript, PHP

SOFTWARE

Unity, Godot, Visual Studio, Git, Perforce,

Blender, Maya, Miro, Jira, Office (Word,


Powerpoint, Excel)


SKILLS

Teamwork, Curiosity, Creativity, Inventiveness,

Autonomy

LANGUAGES

French 

English 

Japanese 

Chinese 

PROJECTS & HOBBIES

Developer & Game Designer

End-of-study video game "The Neptune Records" as part of my studies at Telecom SudParis

Lead Developer & Project Manager

Video Game "Geckolot" Jeu "Geckolot" dans le cadre de la compétition de création jeux vidéos Global Game Jam 2022

Developer & 3D Designer

VR Game "The Last Resort" as part of my studies at Télécom SudParis, 1st prize of the Cassiopee 2022 competition

Developer & 3D Designer

Video Game "Steppe by Step" as part of the first archeological game-making contest "Etiolles 2022 Game Jam"

Developer & 3D Designer

Video Game "Dicey Doom" as part of the game-making contest GMTK Game Jam 2022

Lead Developer

Video Game "Inverse" as part of the game-making contest GMTK Game Jam2023

4 weeks at ISART (2015-2016)

Summer schools on the subject of Game Making and 3D Modeling

Fencing

Practised for 10 years, participated in regional contests