Thomas PITIOT
Cross platform software developer Freelance

Engineer and PhD,
interested in optimisation and games

Skills

Specialties
- Software architecture and development
- Cross platform app creation

Coding
- **C++**
- **Flutter / Dart**
- Also : C, Java, Javascript, Lua, native Android, Python, C#, Windev

Process
SCRUM, Agile

Teamwork
Jenkins, Git, SVN

Tools
Qt Creator, Visual Studio suite, Android Studio, Unity, Jira

Data base
Mongo DB, Firebase

Education

PhD in computer science
Université de Strasbourg - Laboratoire ICube Strasbourg - France / From 2012 to 2015

Thesis : A multiresolution framework for real-time simulation interactions
Topics : *Real-time simulation, particle tracking, collision detection, adaptive meshes*

Master degree in Virtaul Reality and Intelligent Systems
Université d'Évry Val d'Essonne Évry - France / From 2011 to 2012

Rank : First

Engineer degree
ENSIIE (National Superior School of Computer Science for Industry and Entrepreneurship) Évry - France / From 2009 to 2012

A French Engineering school specialized in computer science.
Specialisation : **Virtual reality, AI, optimisation**

Research paper

Deformable Polygonal Agents in Crowd Simulation
Presented in June 2014, at the conference Computer Animation and Social Agents (CASA) in Houston
Authors : Pitiot, Cazier, Jund, Habibi & Kraemer

- 📅 30 years old
- ✉ thomas@pitiot.eu
- 🔗 pitiot.eu
- 🏳 French
- 🪪 Driving licence (B)
- ✈ World

Assets

Team player

Adaptable

Challenger

Languages

French

Native

English

Professional | TOEIC : 945/990

Spanish

Good understanding

Centres d'intérêts

Table tennis, padel, hiking

Table top and strategy games

Traveling

Work experience

Cross-platform software developer
Freelance Toulouse / Since June 2020

Freelance software developer, working both remote and in situ in the Occitanie region of France. Customer search, development for PC, Android, iOS, and Web App
Technical stack : Mainly C++ and Flutter

Software developer
Diginext Toulouse / From December 2017 to April 2020

Work in a team of approximately thirty people on the development of a software called Inscape.Inscape is a platform to create and publish 3D interactive applications easily (similar to Unity).

Actions :
- Data model architecture
- Encryption and serialisation
- Integration over several platforms (Android, HoloLens, RealWare headset)
- Team leading and creation of a project "Knowledge sharing" aiming to facilitate the transfer of knowledge between employees on new arrivals or departures.
- Continuous integration, automation testing- Customer support and deployment of applications on site in an industrial context

Technical stack :
     C++, Lua (Scripting), Qt, Git / Svn, Jenkins, Jira, Java, Visual Studio, Windows, VR/AR headsets

Mobile development
Freelance World / From 2016 to 2017

During a one year world trip, development while traveling.
Actions :
- Node JS server development
- Native Android apps development

Results :
- Geolocalised app for door to door polling

Technical stack :
     Android studio, Java, Node JS, Mongo DB

Internship and PhD Thesis
ICube Laboratory Strasbourg / From January 2012 to November 2015

Work in a ten people team in the field of computer science research. Thesis about optimisation for collision detection in virtual environments.
Actions :
- Research in the field of virtual reality and 3D representation
- C++ applications development, based on the use of combinatorial maps to represent the 3D environment
- Working both in team and autonomously
- State of the art research on collisions detection, 3D representation techniques and path finding.
- Scientific papers and posters presentation, thesis dissertation writing
- Teaching of basic algorithmics, math and object oriented programming in the University Institute of Technology of Haguenau
- Collaboration with a team from Strasbourg IHU to demonstrate thesis results in medical applications

Technical stack :
     C++, Qt, OpenGL, Git, Linux
Teaching :
     Java, Javascript, Maths, Algorithmics

Certifications

The Complete 2020 Flutter Development Bootcamp with Dart Acquired on Udemy between April and June 2020

Qualifications : Flutter, Dart, Firebase, mobile / web app design

Game Jams

Small crew of 4, challenged to create a game on a given theme in 72h.

Ludum Dare 44 et 45 can be found on pitiot.eu
Technical stack: C#, Unity 3D, Blender