

Sidney Congard

End-of-study internship

About me

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Portfolio : <https://dwarfoobserver.github.io/index-en.html>

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Interests

C++, multithreading, performances, tests and continuous integration, video games, big data.

Languages

C++
C
C#
Java
Scala
Python
Javascript

Personal projects

04–06 2018

C++ courses

I wrote and gave modern C++ courses (in french) to classmates.

03–04 2018

Aggregates to Tuples

C++ library used to iterate over some objects automatically. tested by an continuous integration platform.

2017-2018

C++ utilities

C++ generic helpers : concurrent data structures, functional programming tools, ...

Work experience

06-07 2018

C# programmer

Zenidoc, Marseille

I created several applications in C#, in particular a COM server.

06 2018

Developer assistant

Full Home Energy, Perpignan

I looked for an operating system for a microcomputer that I installed and tuned.

Education

Since 2017

Master degree in computer sciences

Université du Québec à Chicoutimi

Specialization in video games. Familiarity with game engines, data mining, distributed databases, project management.

Since 2015

Computer sciences engineer degree

Polytech' Marseille

Specialization in digital imagery. Algorithms, network, assembly, object-oriented programming, multithreading.

2013–2014

Preparatory class for the "Grandes écoles"

Lycée Albert Schweitzer, Mulhouse

Specialization in mathematics and physics, with algorithms.