

eric perlinski

IT engineer

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Education

2016–2013	Computer Engineering Degree (expected graduation) Specialized in Software Development, equivalent to or better than a Master's Degree in Computer Science.	Telecom Nancy, Villers-Lès-Nancy, France
2013–2011	Computer Science DUT Granted after 2 years in Higher Education	University of Lorraine, Metz, France

Work Experience

Internships

2015 (2 months)	Starburst Computing <i>IT intern (C++, Unreal Engine 4)</i> Developed a C++ adapter between Starburst Engine and a video game engine. Managed to create a complete video game using Unreal Engine 4. <ul style="list-style-type: none">• Participated to create a C++ adapter that will be available on Unreal Engine's market place.• Created a complete video game (artificial intelligence, level design, gameplay features, sound design, ...)	Loria Laboratory, Vandoeuvre-Lès-Nancy
2013 (2 months)	CoPROcess S.A. <i>IT intern (PHP, JavaScript)</i> CoPROcess S.A. is a financial auditing and counseling company. Was assigned the creation of a website for ESM-IAE, a management school. Had to suggest solutions for the encountered problems and introduce them to my supervisor. Learned how to meet tight deadlines and how to deal with constant changing specifications.	Luxemburg-city, Luxembourg

Interdisciplinary Research project

2015	Loria Laboratory <i>IT developer (C, C++, C#, Unity3D)</i> Research work on distributed artificial intelligence calculations. At first, a C# server working on Windows has been created. Finally, managed to create a client-server application in C++ working with the C# Unity3D code by using ZeroMQ middleware. Created also a complete demo in order to have a proof of concept.	Vandoeuvre-Lès-Nancy, France
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Skills

IT Skills

C#, C, C++, Java, ZeroMQ, RabbitMQ, x86 Assembly Languages, Python, PHP, JavaScript, JQuery, HTML & CSS, Oracle database, Mysql, Git / Mercurial, Jenkins, Debian GNU/Linux

Languages

French mother tongue, English (Toeic : 875), A little German & Japanese

Interests

professional: Programming, Software design & engineering, Artificial Intelligence, Distributed calculation

personal: Programming, News, Music, Movies, Video games, Japanese Animation