## Guillaume MARTINEZ
*Engineering student, 22*

20 chemin du Mas de Grichaud
13160 Chateaurenard, FRANCE

(+33) 06 45 39 73 76

guillaume.martinez.98@gmail.com

Car and motorbike licence
International mobility

## SKILLS

**English : C1**
TOEIC score : 995/995
Several language stays

**Spanish : B1**
Academic notions

**Software making :**
Unity3D, C#, Virtual Reality tools,
Substance Painter, GitHub

**CAD :**
SolidWorks (academic use)
Catia v5, v6 (academic use)
Autodesk 3ds max

# *Engineering Internship – April 2021*

## ETUDES

• 2020 - 2021 : **Research Master** 3D Interactives Technology Management
*Arts et Métiers Institute, Laval Virtual Center, FRANCE*

• 2018 - 2020 : **Generalist Engineering School – *Arts et Métiers, Cluny, FRANCE***

• 2016 - 2018 : Prep school, Physics and Technology - *La Martinière Monplaisir, Lyon, FRANCE*

## EXPERIENCE

### PROFESSIONAL :

• 2019 : Workman internship (4 weeks)
*EUROCAST LYON, Aluminium pressure foundry making automotive parts, FRANCE*
- Workman in a production chain
- Quality monitoring
- Works sheets redaction

• Summer of 2017 and 2018 : Shipment assistant
*MAGIRON, Packaging of organic fruits and vegetables – Chateaurenard, FRANCE*
- Setting up of shipments and pallets
- Stock managements
- Receipt and shipment of goods

### PERSONAL :

• since 2018 : **Association representative (« Major d'Estime »)**
Leading associative role among my fellow engineering students at Arts et Métiers (187 students). Management of student teams and student events.

• 2018 : **OPTIM - Cordée de la réussite**
Arts et Métiers, Academic support and school counseling for 14y.o students

• 2016 : Human project
Organisations of sportive and entertaining activties for handicapped young students around 10y.o – *Institut l'Alizarine, Avignon, FRANCE*

## SOFT SKILLS

• **Team and project management**          • Listening

• **Adaptability**          • Cooperative

• Following directions, taking initiatives          • Enthusiasm, friendliness

## HOBBIES

Sport (rock climbing, rock dancing)

Reading (science fiction, crime)

Computers (videogames, hardware)