GABRIEL FAES

CAREER OBJECTIVES & MOTIVATIONS

VIDEO GAME DEVELOPER – FAST LEARNER - HIGHLY DEVELOPED SENSE OF LOGIC - VERY DETAIL MINDED.
HIGHLY MOTIVATED TO ACQUIRE FURTHER KNOWLEDGE AND TAKE ON RESPONSIBILITY QUICKLY.

I AM INTERESTED IN WORKING IN ALL AREAS OF GAME DEVELOPMENT ESPECIALLY GAME DESIGN, PROGRAMMING, AND SOUND DESIGN, BUT ALSO GAME TESTING, COMMUNITY MANAGEMENT, AND MORE.

CONTACT DETAILS

✉ gabriel@faes.space

☎ +33 6 78 63 16 89

LANGUAGES

<u>English</u>: Mother Tongue (C2)
<u>French</u>: Bilingual (C2)
Python: Proficient (4/4)
<u>Spanish</u>: Professional (C1)
C#, C++: Advanced (3/4)
HTML (Web): Intermediate (2/4)
<u>German</u>; Beginner (A2)
PHP, JS, Haskell: Beginner (1/4)
<u>Japanese</u>: Beginner (A1)

ACADEMIC WORKS

- Internal Assessment for the IB delving into the randomness of Mario Kart items.
- Extended Essay for the IB exploring player rating algorithms (like those used in chess) and their inner workings.
- Bachelor Thesis investigating tournament formats, their fairness, and their efficacy.

EXTRA-CURRICULAR ACTIVITIES

- MUN President, STOFF and Delegate
- President of the Bachelor Game Committee, organising monthly game nights with tournaments
- Board Member of the Bachelor Music Committee, organising Christmas and Special Event Concerts, multiple participations as a lead piano player and instruments' coordinator
- Ludothèque intern (2 months) at the local municipal game library to entertain children from age 6 to 100
- Golf, Handball, Badminton, Karate (brown belt), Tennis

EDUCATION

Bachelor of Science - Computer Science & Mathematics
Ecole Polytechnique, Paris   SEPTEMBER 2022 - JUNE 2025

Subset of subjects:
- Computer Science: Object Oriented Programming, Machine Learning, Networks, Algorithms, Web Programming, Logics & Proofs, Computer Architecture, Formal Languages, Compilers, Functional Programming, Concurrent Computing, Computer Graphics
- Mathematics: Calculus, Discrete Math(s), Linear Algebra, Numerical Analysis, Topology, Asymptotic Statistics, Complex Analysis, Measure

High School - International Baccalaureate
Hockerill Anglo-European College, Bishop's Stortford, UK

SEPTEMBER 2020 - JUNE 2022

Total Points : 37/42 - Subjects:
- Higher Level: Mathematics, Computer Science, Physics.
- Standard Level: English A, Spanish B, Economics

SKILLS AND INTEREST

- **Coding:** I am both self-taught and have learnt multiple languages at school (see Languages section). I am currently coding games in Unity and other personal projects (related to games) in Python.
- **Mathematics**: I organised and participated in Mathematics tournaments and I still regularly study mathematics, especially regarding player rating systems, randomness and statistics, as well as game theory. I worked on 3 papers in Mathematics (see Academic Works) and earned some prizes in mathematical olympiads:
  - Top 20 Nationally in Uruguay (2020)
  - Gold Certificate and Distinction in UKMT in England (2022)
- **Tournament Organiser**: I have been coordinating a wide range of video game and board game tournaments, both in person and online, some involving over a hundred people.
- **Music**: I have been playing the piano for more than 15 years now. I went to the Music Academy for 6 years and I still practice multiple times a week. I am particularly interested in video game compositions.
- **Games**: I have had a keen interest in games since a young age. I created several board games, organised many more tournaments, and played a wide range of video games from platforming to RTS along with racing and story-driven games.