

# ➤ Gaëtan MONNIER

+33 6-50-41-69-70  
gaetan.monnier72@gmail.com



## Personal profile

Young and highly dynamic aspiring video game programmer located near Le Mans, France. Freshly graduated in IT at Laval Institute of Technology, with the French equivalent of the HNC in computer sciences.

Determined, hard working, reliable, logical, intuitive, curious and with a positive attitude.

## Summary of Key Skills & Strengths :

- ∞ **Programming** : Java / Android, C / C# / C++, WEB / PHP, SQL.
- ∞ **Development** : Algorithms, OOP, database administration, agile (Scrum, XP), Git / SVN.
- ∞ **Real time rendering**: GLSL, OpenGL, Unity3D.
- ∞ **Project management**: Specifications, Conception, Agile (Scrum, XP).
- ∞ **Languages**: French (mother tongue), English (fluent), Spanish (beginner).

## Education & Qualifications :

2013 - 2015

University of Maine's Institute of Technology, Laval, FRANCE

Graduated with a two year-technical course specializing in computer science.

2011 - 2013

Lycée le Mans Sud, Le Mans, FRANCE

French A-Levels ( baccalaureat ) in Management Sciences and Technologies

## Professional project :

I would like to be a Video Game Programmer (mostly focused on gameplay at the moment) in an ambitious company to improve my skills.

### April 2015 - August 2015 : Internship in a video game company (Polm Studio)

- ∞ Developing a strategy / management mobile game (Maya Wars) on Android and iOS.
- ∞ Porting of a native application (C++) to Android mobiles.
- ∞ Mobile specific programming on Android and iOS (E.g. SDKs).
- ∞ Gameplay programming, visual programming (E.g. clouds, waves).
- ∞ Server-side (Javascript) and client-side (C++) programming.

### January 2015 - April 2015 : work-assignment in Semester 4

- ∞ Making of a small 3D game from scratch, heavily inspired by Wolfenstein 3D.
- ∞ Learning of OpenGL (modern OpenGL).
- ∞ Making of an engine, gameplay programming, shaders.
- ∞ 3D Mathematics.

### September 2014 - January 2015 : work-assignment in Semester 3

- ∞ Improving and updating a Scavenger hunt app.
- ∞ Experience in Oriented Object Conception and programming.
- ∞ Human-computer interaction and interaction design.
- ∞ Android programming in Java
- ∞ Put into practice of Scrum, interaction with clients.